The Elder Scrolls ONLINE SUMMERSET

Crafting and Armor

Introduction

You'll find details about the new jewelry crafting system, new armor sets, and the locations for all the Crafting Quests in this section of the book.

Jewelry Crafting

Jewelry crafting allows you to make rings and amulets in the same way you craft armor and weapons. It functions almost identically, with the major exceptions being the need to farm new Pewter Nodes scattered across Tamriel. The new traits focus on increasing stats like Health, Magicka, and Stamina, or giving a small but useful buff to your movement speed. If you crafted anything in Elder Scrolls Online before, you'll know exactly how jewelry crafting works.

Those who are new or who've been out of the game for a bit, hop ahead to the Crafting Quests section of this chapter to find the locations of all the Crafting Quests in Summerset. They'll serve as great refreshers or tutorials on how crafting works.

JEWELRY TRAIT SOURCES

Once you're familiar with crafting jewelry, it becomes clear that there are particular traits that require a specific source. Knowing how to obtain these trait sources involves the following:

- **Arcane:** Increases max magicka.

  Necklaces and rings with the Arcane trait can be found all over the world, including treasure chests, dops from monsters, and some quest rewards.

  The trait item for Arcane, Cobalt, can be found by refining jewelry crafting materials and deconstructing Arcane jewelry.

- **Bloodthirsty:** Increases damage against low-health foes.

  Necklaces and rings with the Bloodthirsty trait have a chance to be awarded as part of the regular rewards for completing weekly Trial quests. Note that reward boxes from Trial quests completed before the release of ESO: Summerset do not contain jewelry with the Bloodthirsty trait.

  The trait item for Bloodthirsty, Slaughterstone, can be found in the reward box from weekly Trial quests.

- **Harmony:** Increases synergy effectiveness (damage, healing, and resource return).

  Necklaces and rings with the Harmony trait have a rare chance to be found within Undaunted chests.

  The trait item for Harmony, Dibellium, can found in the reward mails from Daily Dungeon LFG (Looking for Group).

- **Healthy:** Increases max health.

  Necklaces and rings with the Healthy trait can be found all over the world, including treasure chests, drops from monsters, and some quest rewards.

  The trait item for Healthy, Antimony, can be found by refining jewelry crafting materials and deconstructing Healthy jewelry.

- **Infused:** Increases item enchantment effectiveness.

  Necklaces and rings with the Infused trait have a rare chance to be found within Psijic Portals anywhere in the world.

  The trait item for Infused, Aurbic Amber, can also be found in Psijic Portals in both a refined and unrefined form. Refine 10 Pulverized Aurbic Amber to create a single Aurbic Amber.

- **Protective:** Increases armor and spell resistance.

  A researchable ring is awarded at the end of the Summerset main quest line, and a researchable necklace is awarded at the end of the Psijic Order quest line.

  The trait item for Protective, Titanium, can be harvested from precious metal seams throughout the game. Titanium is more easily found in Summerset.

- **Robust:** Increases max stamina.

  Necklaces and rings with the Robust trait can be found all over the world, including treasure chests, drops from monsters, and some quest rewards.

  The trait item for Robust, Zinc, can be found by refining jewelry crafting materials and deconstructing Robust jewelry.

- **Swift:** Increases movement speed (unmounted).

  Necklaces and rings with the Swift trait have a rare chance to be awarded when completing normal jewelry crafting writs.

  The trait item for Swift, Gliding Wax, can be purchased from the Mastercraft Mediator, Rolis Hlaalu, for 20 Writ Vouchers each. Rolis can be found in the three alliance capital cities: Elden Root, Mournhold, and Wayrest.

- **Triune:** Increases max health, stamina, and magicka.

  Necklaces and rings with the Triune trait have a chance to be awarded when you complete the new Cyrodiil daily board quests (not the repeatable quests).

  The trait item for Triune, Dawn-Prism, is available for purchase from War Researchers in Cyrodiil for 100,000 AP each.

Armor Sets

There are 10 new set types in Summerset: three that are crafted at Craft Works locations, three that can be found anywhere that rare loot drops (elite and boss enemies, breaches, chests, etc.), and four from fighting the bosses in Cloudrest.

CRAFTED SETS

These sets can only be crafted at the Craft Works locations Shimmerene Dockworks, Augury Basin, and Artaeum Craftworks.

ADEPT RIDER

Crafted at the Shimmerene Dockworks:

2 Pieces equipped: Moderate increase to Spell Resist

3 Pieces equipped: Moderate increase to Physical Resist

4 Pieces equipped: Small increase to Max Health

5 Pieces equipped: While mounted, you gain Major Evasion, increasing your dodge chance by 15%. Dismounting spawns a dust cloud at your position for 12 seconds that deals moderate Physical Damage every 1 second to enemies who stand inside it. You and group members inside the dust cloud gain Major Evasion. The dust cloud can be created once every 12 seconds.

SLOAD’S SEMBLANCE

Crafted at the Artaeum Craftworks:

2 Pieces equipped: Increase to Max Magicka

3 Pieces equipped: Increase to Max Stamina

4 Pieces equipped: Increase to Spell Damage

4 Pieces equipped: Increase to Weapon Damage

5 Pieces equipped: Damaging an enemy has a 10% chance to put a Leeching Shadow on them, dealing a small amount of Oblivion Damage every second for 6 seconds. This effect can occur every 6 seconds.

NOCTURNAL’S FAVOR

Crafted at the Augury Basin:

2 Pieces equipped: Increase to Max Stamina

3 Pieces equipped: Increase to Max Health

4 Pieces equipped: Increase to Max Health

5 Pieces equipped: Whenever you successfully dodge, you heal a large portion of Health. This effect can occur every 2 seconds.

ZONE SETS

These sets can be found wherever rare items have a chance to drop (i.e., bosses, elite enemies, chests, breaches, minor geysers, etc.).

WISDOM OF VANUS (LIGHT ARMOR)

2 Pieces equipped: Increase to Max Magicka

3 Pieces equipped: Increase to Magicka Recovery

4 Pieces equipped: Increase to Max Magicka

5 Pieces equipped: After landing a full heavy attack, gain Major Mending for 3 seconds, increasing your healing done by 25%. This duration is increased with each rank of the Restoration Staff passive skill Essence Drain.

5 Pieces equipped: Damaging an enemy has a 10% chance to put a Leeching Shadow on them, dealing a small amount of Oblivion Damage every second for 6 seconds. This effect can occur every 6 seconds.

GRYPHON’S FEROCITY (MEDIUM ARMOR)

2 Pieces equipped: Increase to Weapon Critical

3 Pieces equipped: Increase to Weapon Critical

4 Pieces equipped: Increase to Weapon Damage

5 Pieces equipped: After dealing direct damage, gain Minor Force and Minor Expedition for 3 seconds, increasing your Critical Damage done by 10% and increasing your Movement Speed by 10%.

GRACE OF GLOOM (HEAVY ARMOR)

2 Pieces equipped: Increase to Max Health

3 Pieces equipped: 4% Healing Taken

4 Pieces equipped: Increase to Max Health

5 Pieces equipped: When you take damage from a single target direct attack or ability, you have a 10% chance to become a living shadow, causing your light and heavy attacks to heal you and gaining Major Evasion for 5 seconds, increasing your dodge chance by 15%. This effect can occur every 15 seconds.

TRIAL SETS

These sets can only be obtained by fighting the Welkynar and Z’Maja in Cloudrest.

MANTLE OF SIRORIA (LIGHT ARMOR)

2 Pieces equipped: Increase to Spell Damage

3 Pieces equipped: Minor Slayer — Increase your damage done to Dungeon and Trial Monsters by 5%.

4 Pieces equipped: Increase to Max Magicka

5 Pieces equipped: Dealing direct damage with a single target ability creates a ring of fire beneath you for 10 seconds. Each second spent inside the circle gives you a stack of Siroria’s Boon for 5 seconds. Standing inside the circle also refreshes the stack duration. Each stack increases your Spell Damage. 20 stacks max.

VESTMENT OF OLORIME (LIGHT ARMOR)

2 Pieces equipped: Increase to Magicka Recovery

3 Pieces equipped: Minor Aegis — Reduce damage taken from Dungeon and Trial Monsters by 5%.

4 Pieces equipped: Increase to Magicka Recovery

5 Pieces equipped: Casting ground effect abilities in combat creates a circle of might on the ground for 10 seconds. You and your allies in the circle gain Major Courage for 30 seconds, increasing your Weapon and Spell Damage by 258 for 30 seconds. This effect can occur once every 10 seconds.

ARMS OF RELEQUEN (MEDIUM ARMOR)

2 Pieces equipped: Increase to Weapon Critical

3 Pieces equipped: Minor Slayer — Increase your damage done to Dungeon and Trial Monsters by 5%.

4 Pieces equipped: Increase to Weapon Critical

5 Pieces equipped: Your Light and Heavy attacks apply a stack of harmful winds to your target for 5 seconds that refreshes with each additional Light or Heavy attack. Each stack of harmful winds deals Physical damage over time. 20 stacks max.

AEGIS OF GALANWE (HEAVY ARMOR)

2 Pieces equipped: Increase to Max Health

3 Pieces equipped: Minor Aegis — Reduce damage taken from Dungeon and Trial Monsters by 5%.

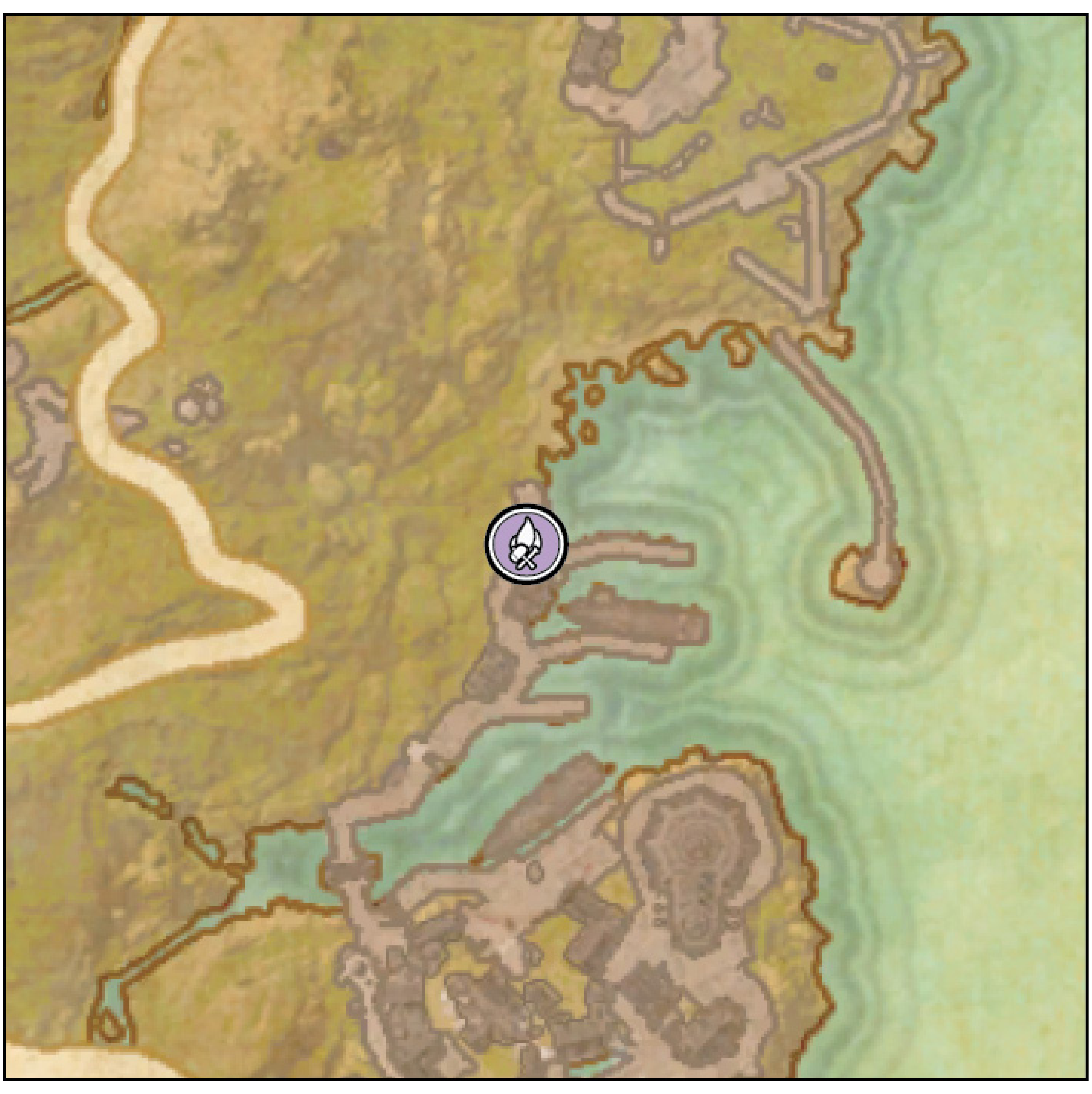
4 Pieces equipped: 4% Healing Taken

5 Pieces equipped: After blocking, you have a 50% chance to grant Empower to 3 nearby allies, increasing the damage of their next Light Attack by 40%. This effect can occur once every 1 second.

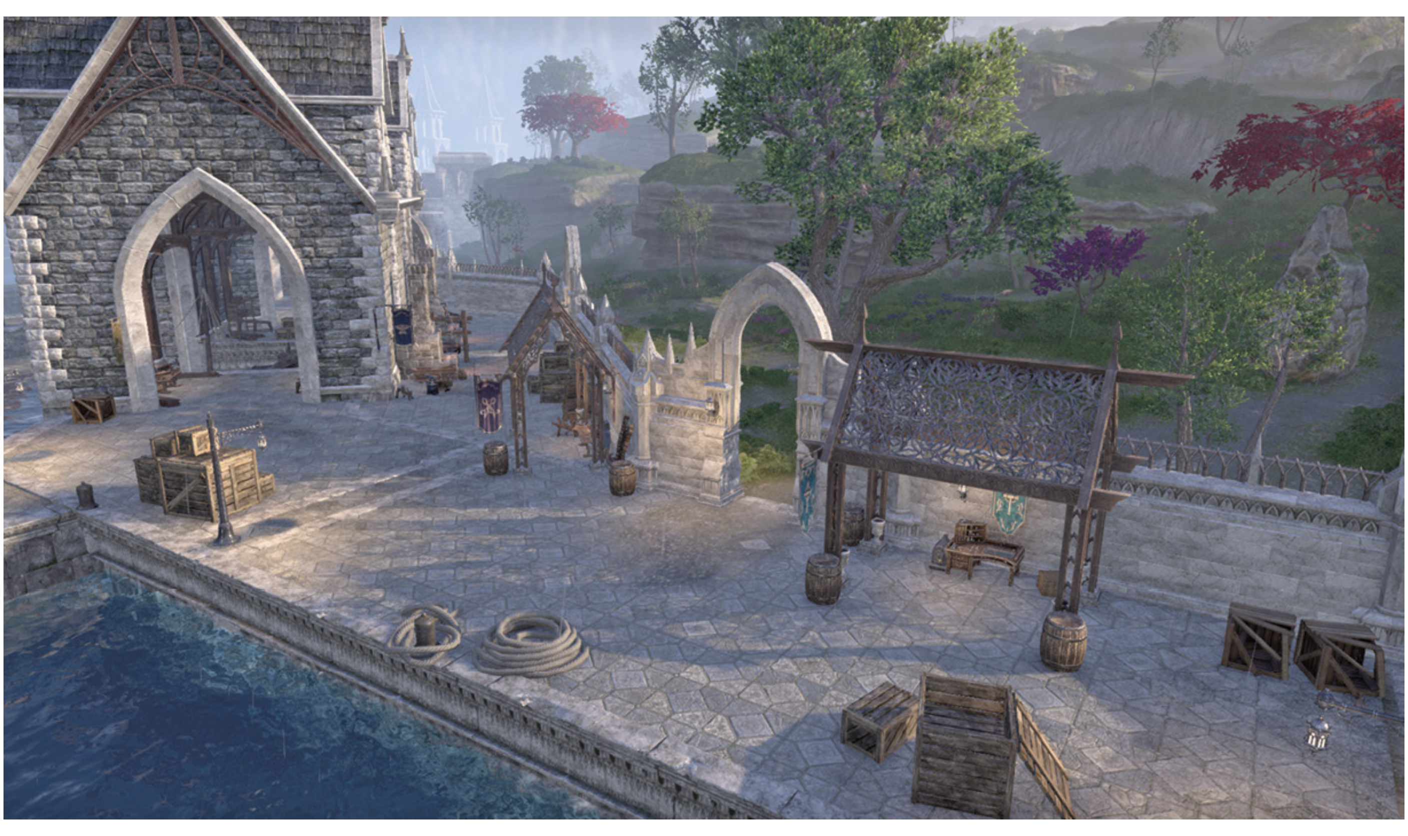
Craft Works Locations

There are three new Craft Works locations—two on Summerset and one on Artaeum.

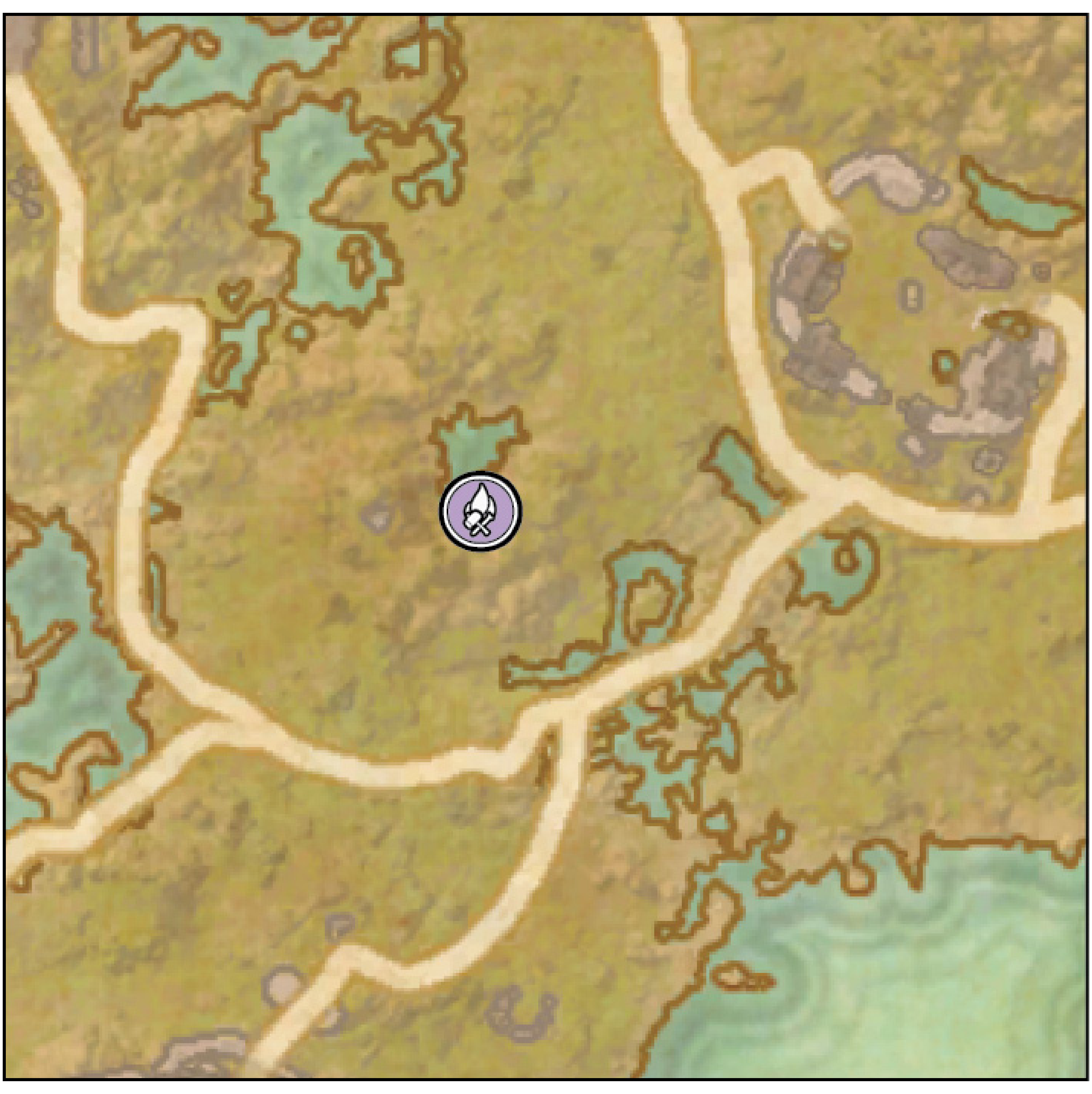
SHIMMERENE DOCKWORKS



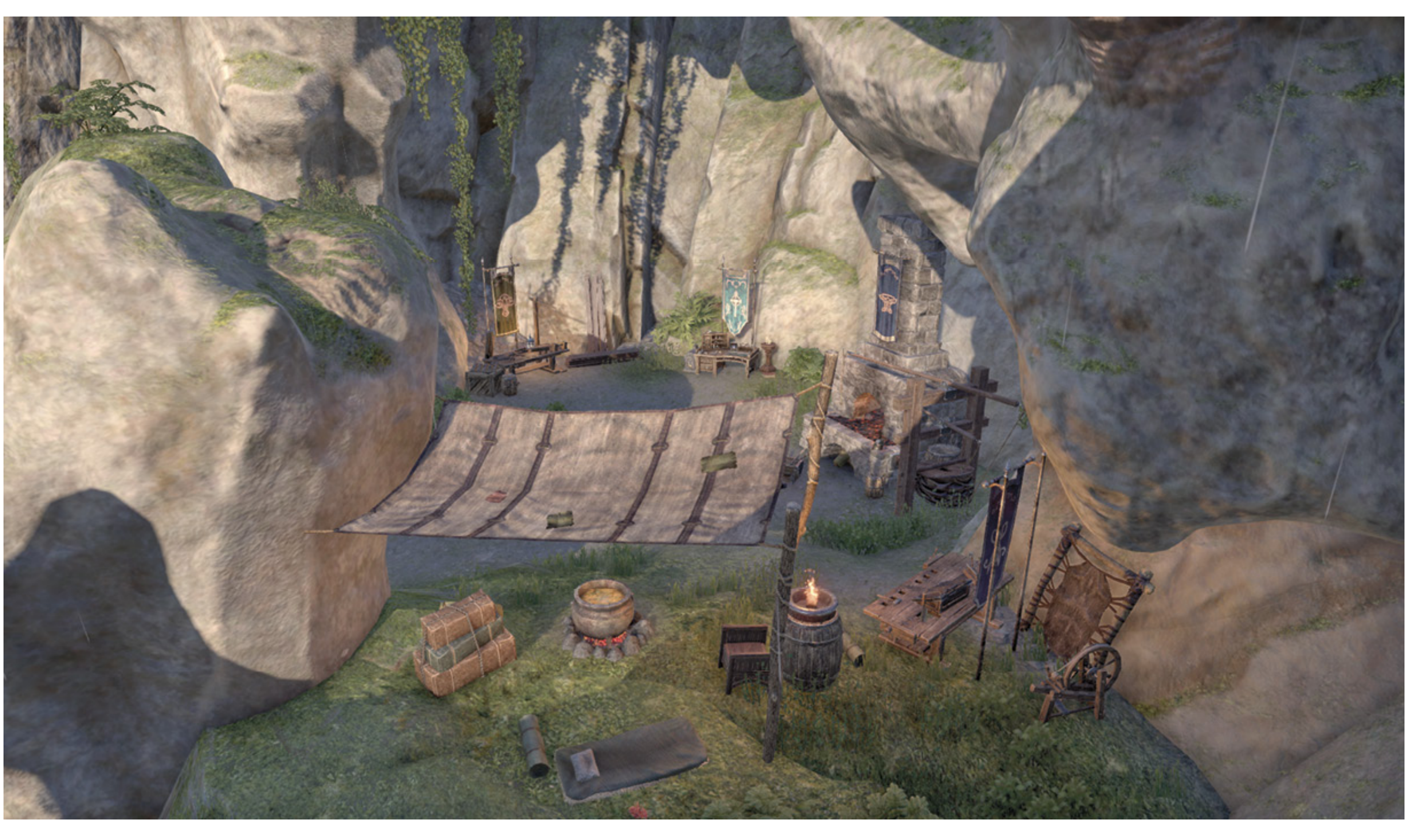
Used for crafting Adept Rider set items.



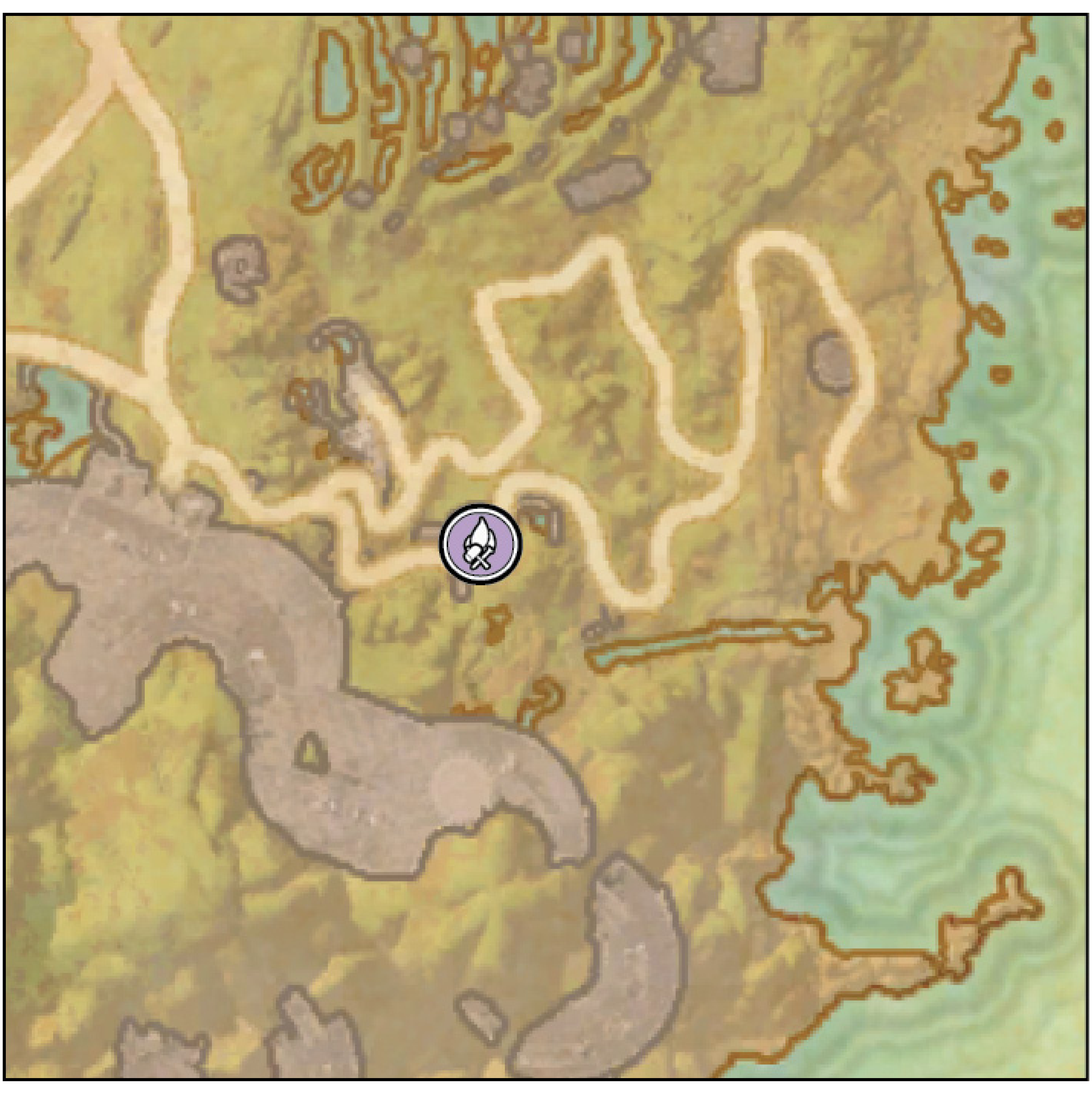
AUGURY BASIN



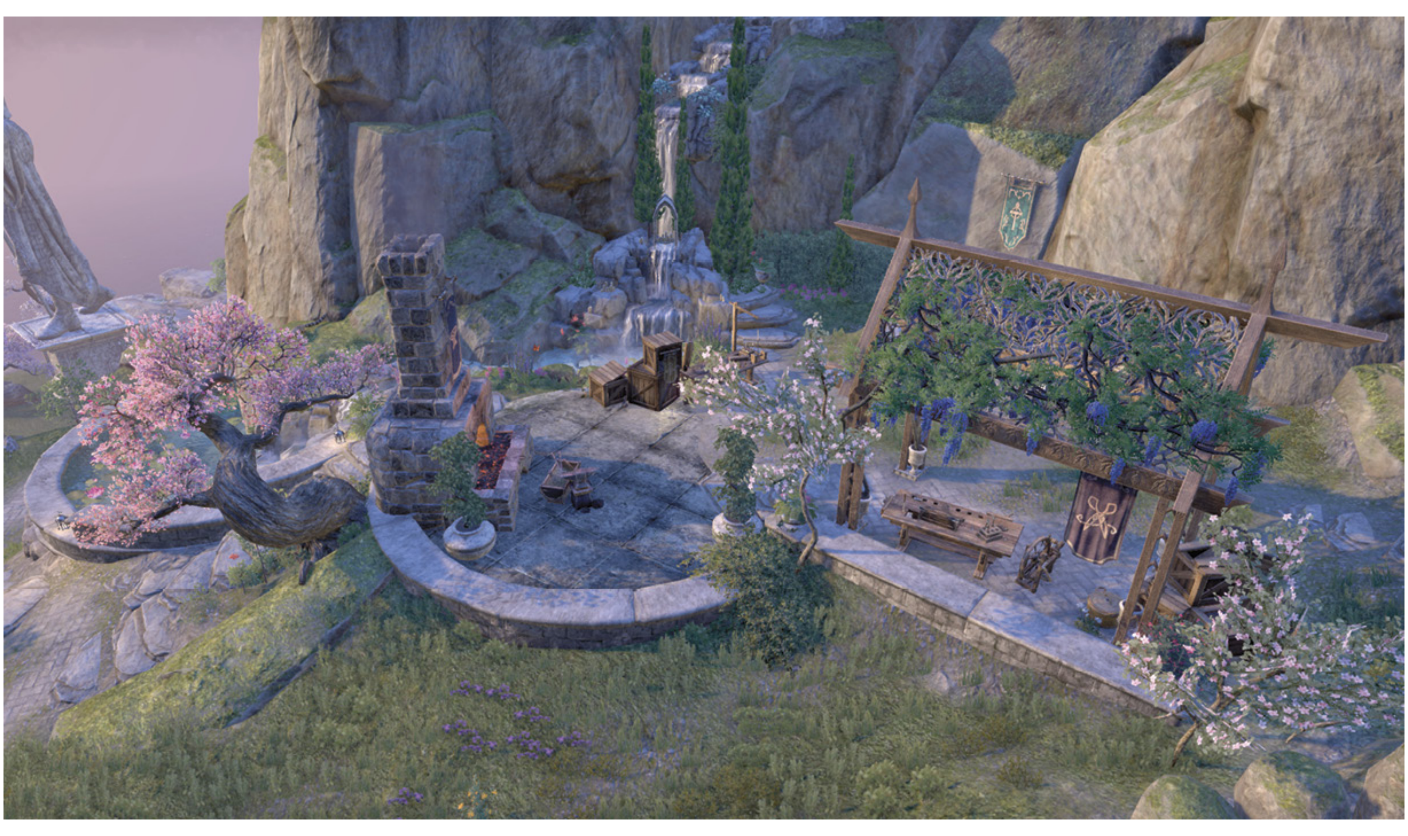
Used for crafting Nocturnal's Favor set items.



ARTAEUM CRAFTWORKS



Used for crafting Sload's Semblance set items.

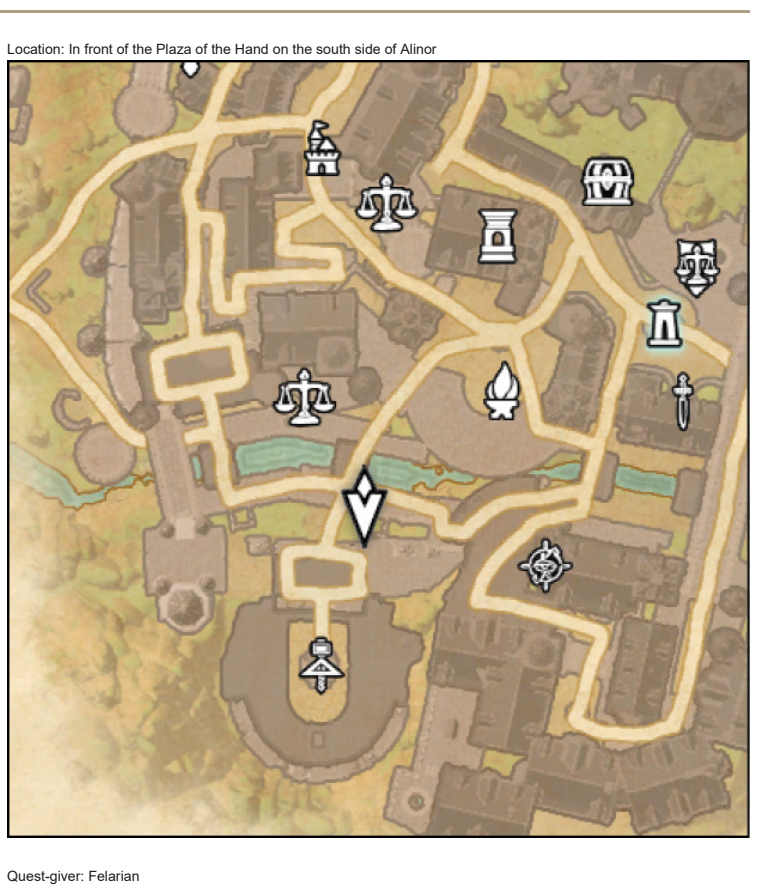


Crafting Quests

Most of you reading this book are already familiar with the basics of crafting and have already finished all of the Crafting Certification quests. For those who haven't, here's a breakdown of them all and where they appear in Summerset.

JEWELRY CRAFTING CERTIFICATION

- Location: In front of the Plaza of the Hand on the south side of Alinor



- Quest-giver: Felarian

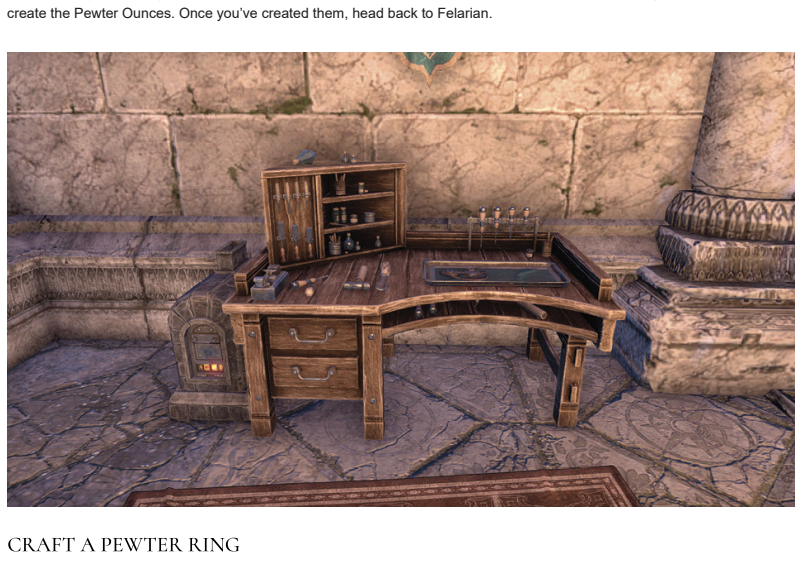
Description: Learn to craft rings and amulets and ultimately get granted the certification of a jewelry crafter.

ACQUIRE PEWTER DUST

The first step toward crafting jewelry is finding materials to work with. Lucky for you, there's an abundance of materials just outside Alinor's southwestern gate. Pewter Seams look a lot like ore nodes and that's because they basically are. There are three Pewter Seams just outside of Alinor; you'll need to mine all three to obtain enough Pewter Dust to please Felarian. Once you have 10 Pewter Dust, return to Felarian.

ACQUIRE PEWTER OUNCES

Use one of the Jewelry Crafting Stations on the left side of the Plaza of the Hand to craft two Pewter Ounces out of the Pewter Dust you recently found. You need only select it while on the Refine tab, then hit the button assigned to Refine to create the Pewter Ounces. Once you've created them, head back to Felarian.



CRAFT A PEWTER RING

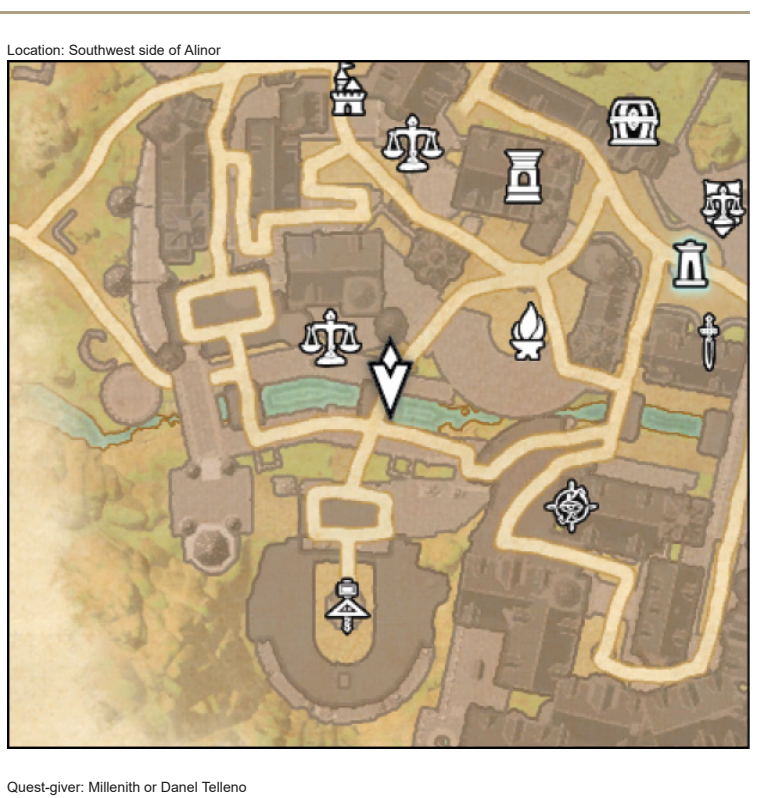
Head back to the Jewelry Crafting Station and select the Creation tab. Have Ring as your selected type and Pewter Ounces as your selected material. Once everything is in order, hit the button assigned to Craft. Take the completed Pewter Ring back to Felarian.

Head back to the Jewelry Crafting Station and deconstruct the ring. To do this, select the Deconstruct tab, then select the Pewter Ring and hit the button assigned to Deconstruct. You'll be given back a portion of the items used in the ring's creation, along with some Inspiration. Return to Felarian and present your prize. He will award you with 5 Terne Grains and 1,000 Inspiration.

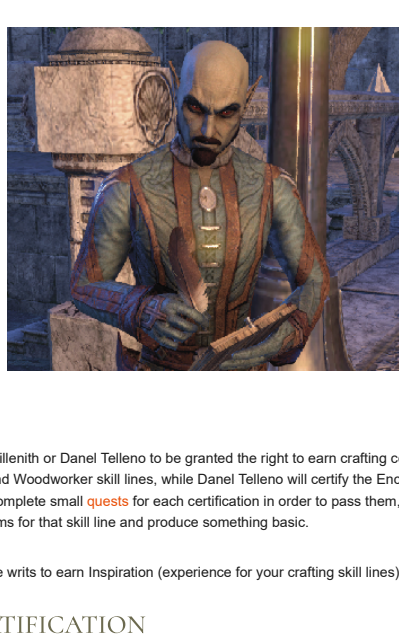
You'll also be given the right to complete Jewelry Crafting writs, which require you to craft certain objects, then turn them in to a drop-off location for crafting materials and Inspiration points.

CRAFTING CERTIFICATION

- Location: Southwest side of Alinor



- Quest-giver: Millenith or Danel Telleno

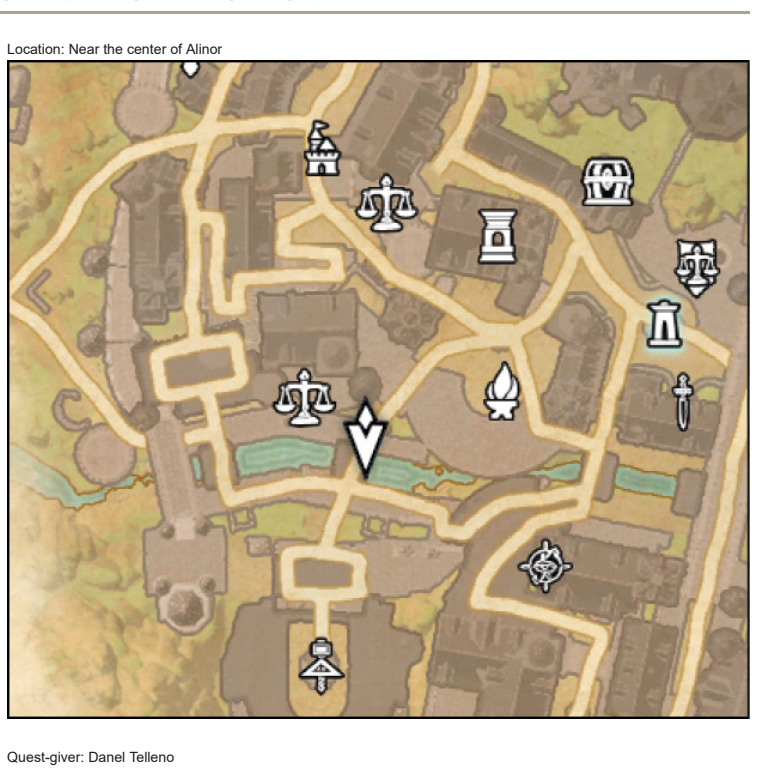


Description: Speak with either Millenith or Danel Telleno to be granted the right to earn crafting certifications. Millenith will certify the Blacksmith, Clothier, and Woodworker skill lines, while Danel Telleno will certify the Enchanter, Alchemy, and Provisioner lines. You'll need to complete small quests for each certification in order to pass them, but they are quite simple and only require you to gather items for that skill line and produce something basic.

Complete the order on each of the writs to earn Inspiration (experience for your crafting skill lines) and crafting resources.

ENCHANTER CERTIFICATION

- Location: Near the center of Alinor



- Quest-giver: Danel Telleno

Description: In order to be a certified Enchanter and have the right to complete Enchanter crafting writs, you first need to prove yourself.

GATHER RUNESTONES OUTSIDE OF ALINOR

You'll need a Ta Aspect Rune, an Oko Essence Rune, and a Jora Potency Rune. If your head is spinning, grab it firmly and take a deep breath. You need only step outside of town and locate a Runestone to obtain all three in one go. After finding the three Runes, head back to Danel Telleno.

CRAFT A TRIFLING GLYPH OF HEALTH

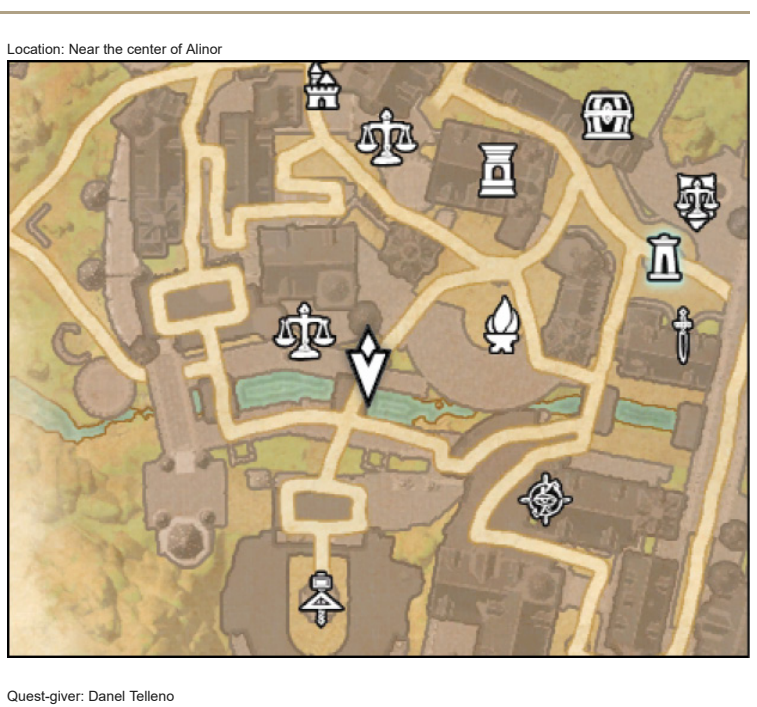
Head to a nearby enchanting table and add the Jora, Ta, and Oko Runes to craft a Trifling Glyph of Health. Take the Glyph back to Telleno and give it to him to earn a Jejota Rune and 1,000 Inspiration Points for the Enchanting skill line.

Writs for Enchanting will appear on the Consumables Crafting Writs board in the center of the crafting area on Alinor's south side; they'll also be available in any major city with a large crafting area in it.

Completing writs is very similar to what you just did for certification, but without it telling you what the recipes for the Glyphs they require are. You'll also need to locate certain Runes as part of each writ, but neither of these tasks is more than finding a simple Rune and crafting a simple Glyph, then turning them in to a designated location. Make a point to do these every time you login to the game to reap their benefits.

PROVISIONER CERTIFICATION

- Location: Near the center of Alinor



- Quest-giver: Danel Telleno

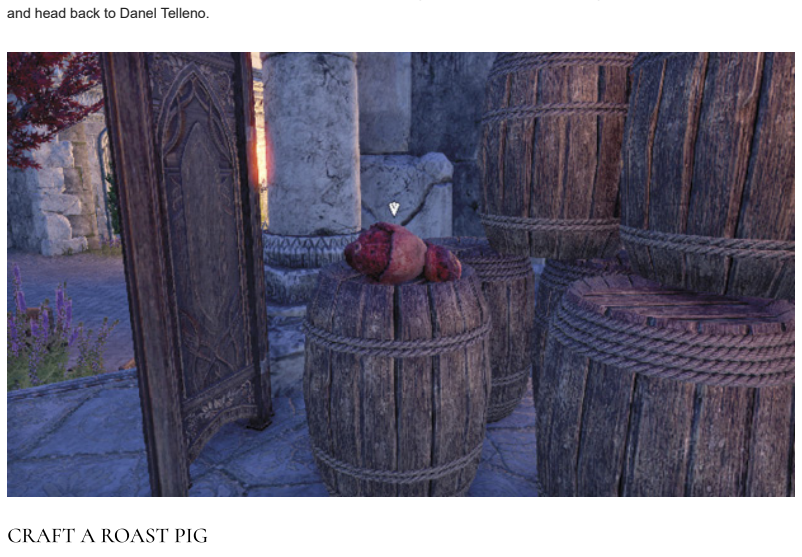
Description: Complete your Provisioner certification to gain access to daily crafting writs.

LEARN THE RECIPE FOR ROAST PIG

Open Danel Telleno's trunk and take the Recipe: Roast Pig. Open your inventory and activate the recipe to learn it. Then head back to Telleno.

ACQUIRE WHITE MEAT

Head to the location marked on the map and locate the pork sitting atop the barrels behind Anginil the chef. Grab the meat and head back to Danel Telleno.

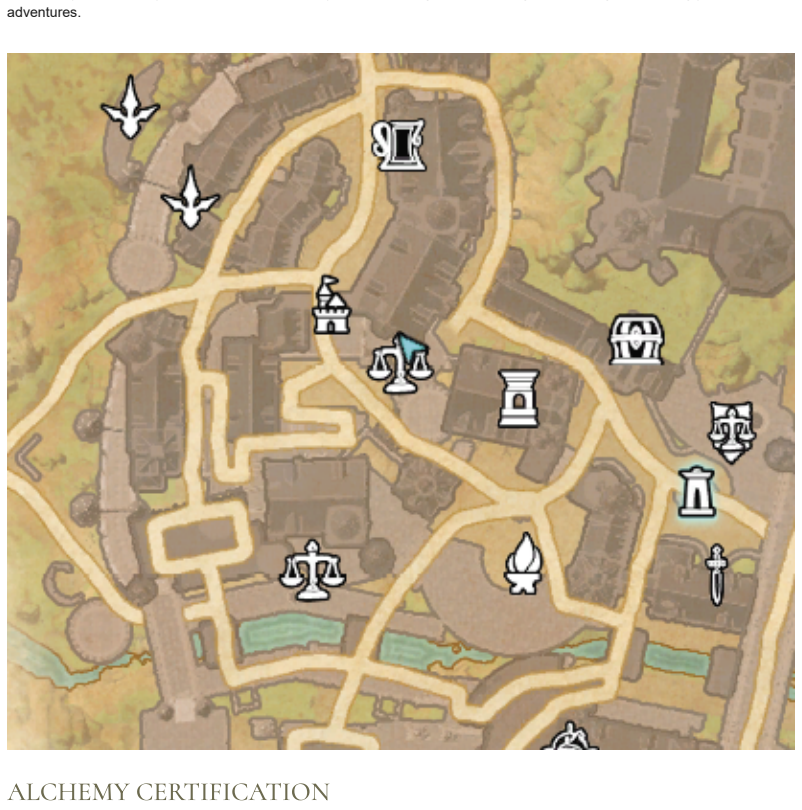


CRAFT A ROAST PIG

Head to the cooking fire on the south side of Alinor. Craft the Roast Pig and take it back to Telleno to earn a box of Cooking Supplies and 1,000 Inspiration Points.

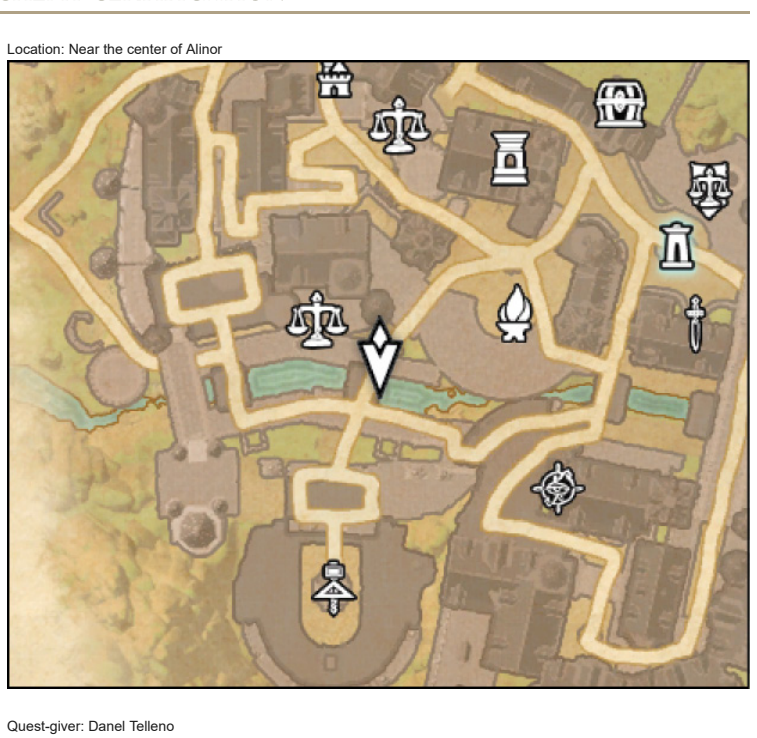
From now on, you'll be offered daily Provisioner crafting writs, which you can complete for new recipes and Inspiration. Completing these follows a similar structure as your certification quest. You'll be tasked with creating items at a cooking fire, which you will have to hunt down the ingredients and recipes for (assuming you don't already have both); then you'll have to deliver the completed items to their designated drop spot.

You'll likely need to buy recipes to complete your writs for the first dozen or two, so burn your local chef's location in your brain. If you have the cash, feel free to buy up every recipe a chef has. Making the highest level dishes and drinks is the fastest way to increase your Provisioner skill line if you've been diligent in collecting food crafting items during your adventures.



ALCHEMY CERTIFICATION

- Location: Near the center of Alinor

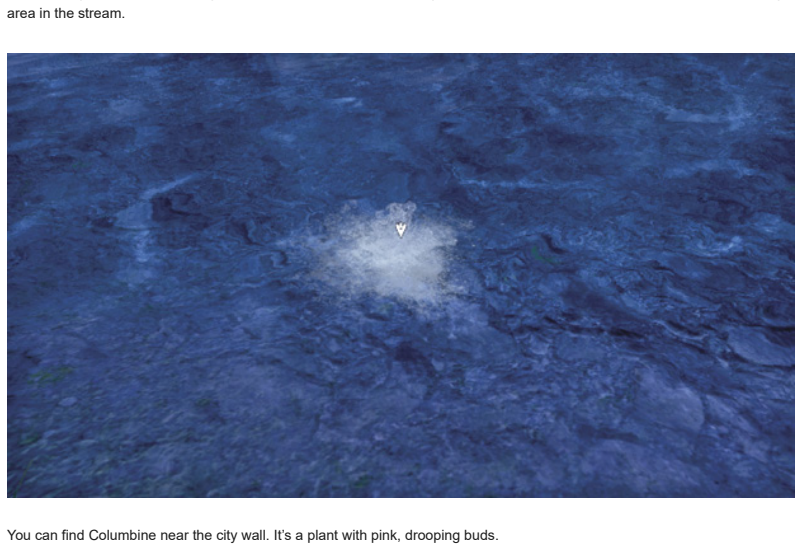


- Quest-giver: Danel Telleno

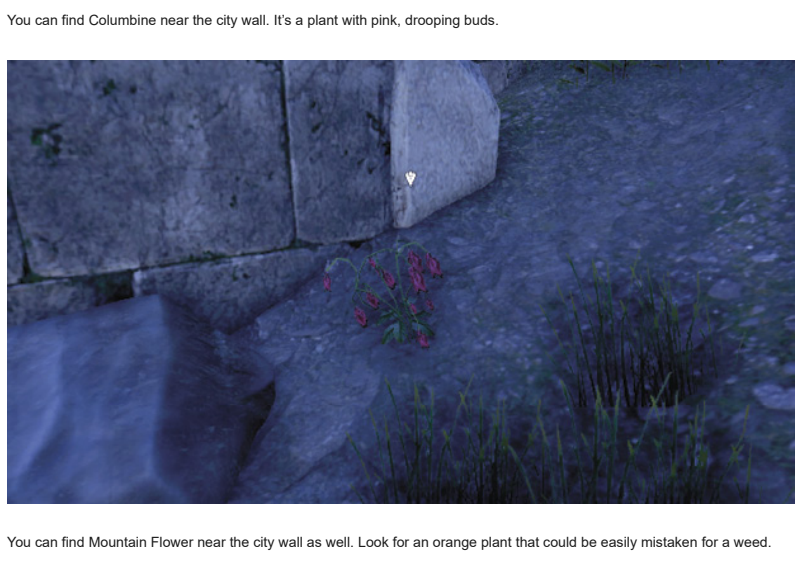
Description: Craft a potion for Danel Telleno to prove you know your stuff. If you can show him you're worthy of certification, he'll give you access to daily Alchemy crafting writs.

ACQUIRE COLUMBINE, MOUNTAIN FLOWER, AND NATURAL WATER

Head through the southwestern gate and head to the stream running out of town. You can find Natural Water in the bubbling area in the stream.

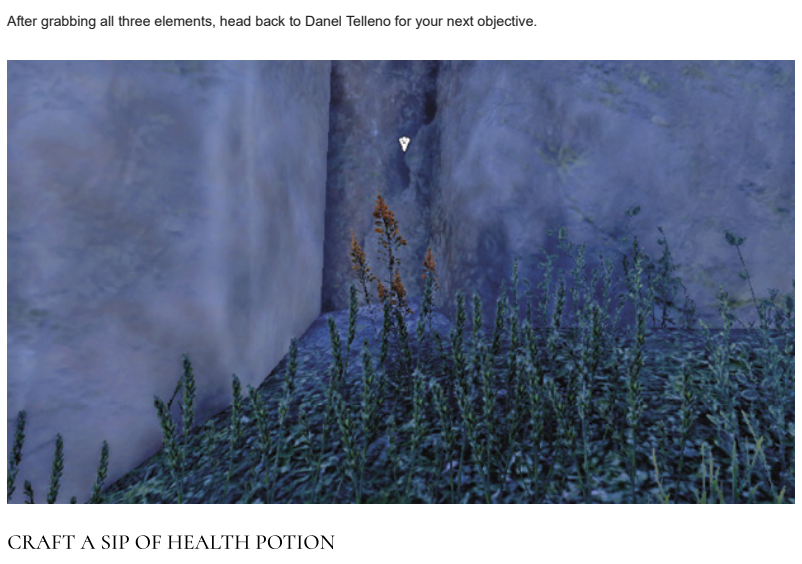


You can find Columbine near the city wall. It's a plant with pink, drooping buds.



You can find Mountain Flower near the city wall as well. Look for an orange plant that could be easily mistaken for a weed.

After grabbing all three elements, head back to Danel Telleno for your next objective.



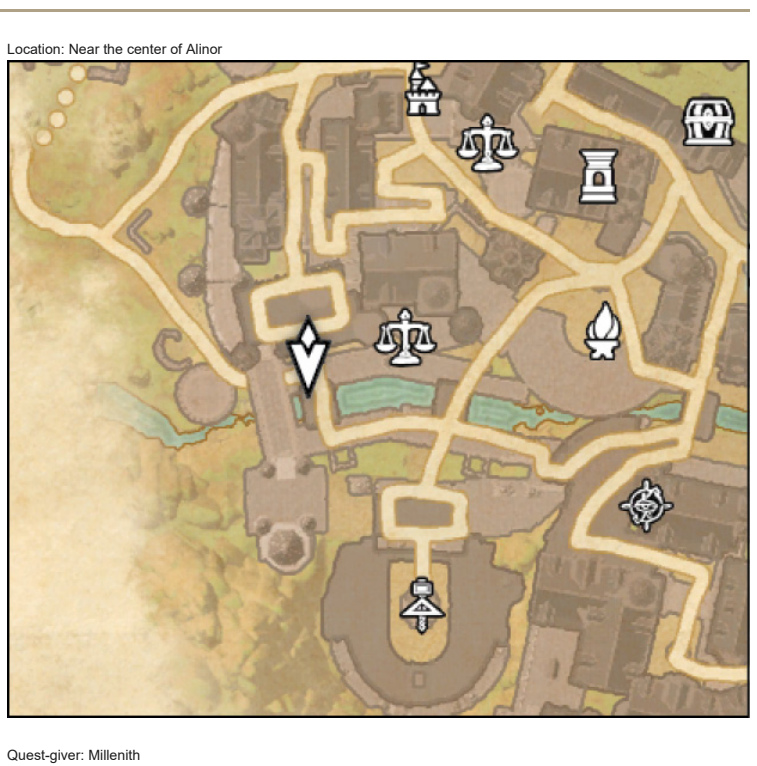
CRAFT A SIP OF HEALTH POTION

Take the ingredients you've gathered and head south to the crafting area of Alinor, the Plaza of the Hand. Activate the table and add the Natural Water, Columbine, and Mountain Flower to craft a Sip of Health Potion. Once it's finished, give it to Telleno to complete the quest.

You'll earn five Natural Waters and 1,000 Inspiration as a reward. You'll also gain access to daily Alchemy crafting writs, which you can complete to earn Inspiration and other Alchemy-related crafting materials. Completing these writs is much like completing this quest. You're instructed to craft a certain kind of potion and required to find specific Alchemy ingredients; then you're sent on your way. Once you've completed the objectives, you'll need to take the ingredients and the potion to a drop-off location to complete the quest. You can do this once a day, which we highly recommend if you're looking to raise the level of your Alchemy skill line.

BLACKSMITH CERTIFICATION

- Location: Near the center of Alinor



- Quest-giver: Millenith

Description: Do you fancy yourself a metalworker? Do you love the smell of coal and the feel of heat from a blazing kiln and soot in all of your pores? If you answered yes to these questions, we've got news for you! You were born and bred to be one of the elite, the sweaty, the perpetually blistered: we're talking about Blacksmithing. Create what Millenith asks of you and you can begin your career as a Blacksmith toot sweet.

ACQUIRE IRON ORE

Exit Alinor through its southwestern gate and follow the main road. It will take you right to nearby mining nodes. You'll need to mine from each of the marked Iron Ore nodes to obtain enough Iron Ore for the objective.

Once you've gathered the necessary Iron Ore, head back to Millenith.

ACQUIRE IRON INGOTS

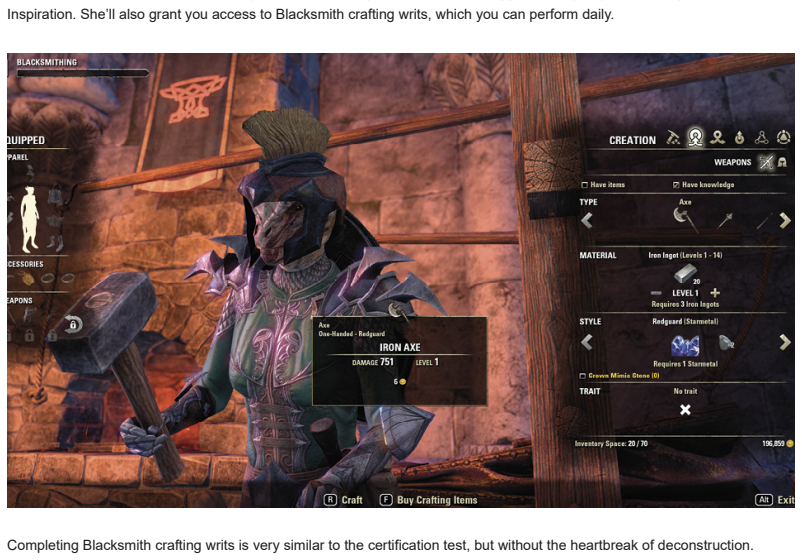
You'll now need to turn your ore into ingots. Head south to the Plaza of the Hand and use the Blacksmithing Station in the back of the plaza. Add your Iron Ore and refine it to turn it into Iron Ingots. Now return to Millenith to show her what you've made.

CRAFT AN IRON DAGGER

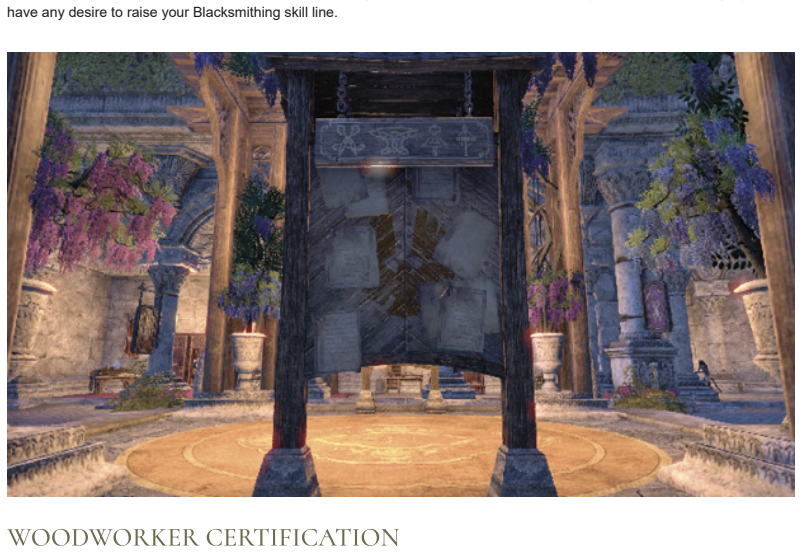
Head back to the Blacksmithing Station and go to the Creation tab. Select Dagger from the list and craft it. You can increase the level of the weapons and armor you make by adding more resources before crafting, but it's not necessary for this quest.

Once you've crafted an Iron Dagger, return to Millenith and hand it over. She'll task you with deconstructing your new and precious creation. Technically you can deconstruct any metal-based armor or weaponry, but there's something more poetic about having to kill your own lovingly crafted dagger.

Head back to the Blacksmithing Station and move to the Deconstruct tab. Select the Iron Dagger and deconstruct it to earn back some of the materials you used to craft it. Once you've done the deed, return to Millenith and cry into her powerful, soot-stained arms. In an attempt to console you for the loss of your beloved Iron Dagger, she'll give you a Honing Stone and 1,000 Inspiration. She'll also grant you access to Blacksmith crafting writs, which you can perform daily.

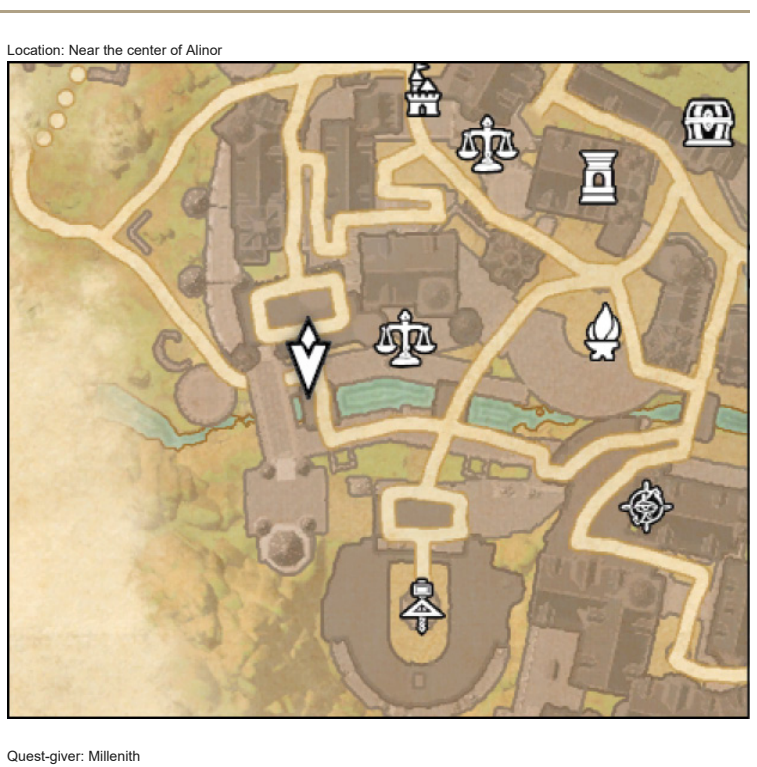


Completing Blacksmith crafting writs is very similar to the certification test, but without the heartbreak of deconstruction. You're given an order for certain weapons and armor, which you must fill, then take to a designated drop-off location. Completing these writs will award you more Blacksmithing resources and Inspiration, and they are well worth doing if you have any desire to raise your Blacksmithing skill line.



WOODWORKER CERTIFICATION

- Location: Near the center of Alinor

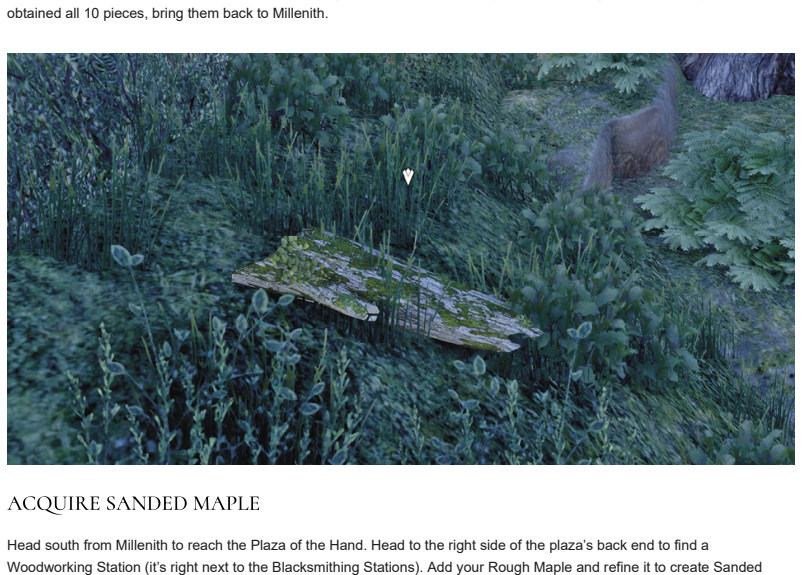


- Quest-giver: Millenith

Description: Prove to Millenith you've got what it takes to be a certified Woodworker. Complete her task and you'll be granted access to daily crafting writs to further your quest to become Tamriel's greatest carpenter.

ACQUIRE ROUGH MAPLE

Head through Alinor's northern gate to reach a location plentiful with Rough Maple. Approach each Maple log and activate it to harvest it. You'll need to harvest three separate logs to obtain the necessary amount of Rough Maple. Once you've obtained all 10 pieces, bring them back to Millenith.

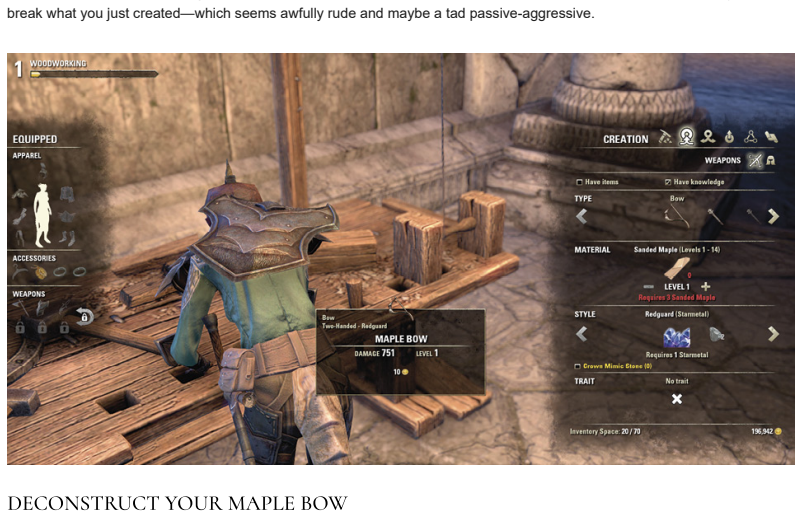


ACQUIRE SANDED MAPLE

Head south from Millenith to reach the Plaza of the Hand. Head to the right side of the plaza's back end to find a Woodworking Station (it's right next to the Blacksmithing Stations). Add your Rough Maple and refine it to create Sanded Maple. Now head back to Millenith.

CRAFT A MAPLE BOW

Head back to the Woodworking Station and select the Creation tab. Craft a Bow, then return to Millenith. She'll ask you to break what you just created—which seems awfully rude and maybe a tad passive-aggressive.



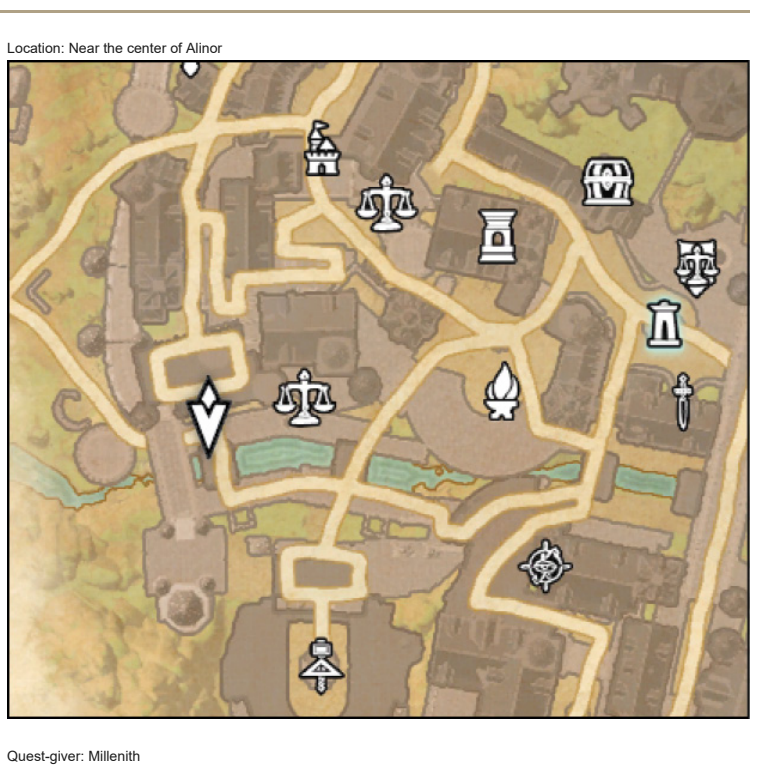
DECONSTRUCT YOUR MAPLE BOW

Return to the Woodworking Station and select the Deconstruct tab to destroy your magnum opus. You'll be given a paltry item as a consolation prize for destroying your own art. Once you complete the dark deed, return to Millenith one final time to complete the quest. You'll be given Pitch and 1,000 Inspiration, plus the ability to complete daily Woodworking crafting writs.

You can obtain crafting writs from every major city in Tamriel near crafting areas like Alinor's Plaza of the Hand. Completing writs follows the same basic formula as the certification quests. You'll be given an order that can only be filled with your skills in a certain crafting skill line. Create the items on the order, then drop them off at their specific drop location to complete the writ. You'll earn crafting resources for the skill line related to the crafting writ and you'll also net Inspiration Points for that same skill line. It's well worth the effort if you're looking to advance in a specific crafting line, so do them daily if you can manage.

CLOTHIER CERTIFICATION

- Location: Near the center of Alinor



- Quest-giver: Millenith

Description: Learn to craft cloth "armor" or prove that you already have the know-how. If Millenith likes what you have on offer, she'll make you a genuine, certified Clothier.

ACQUIRE RAW JUTE

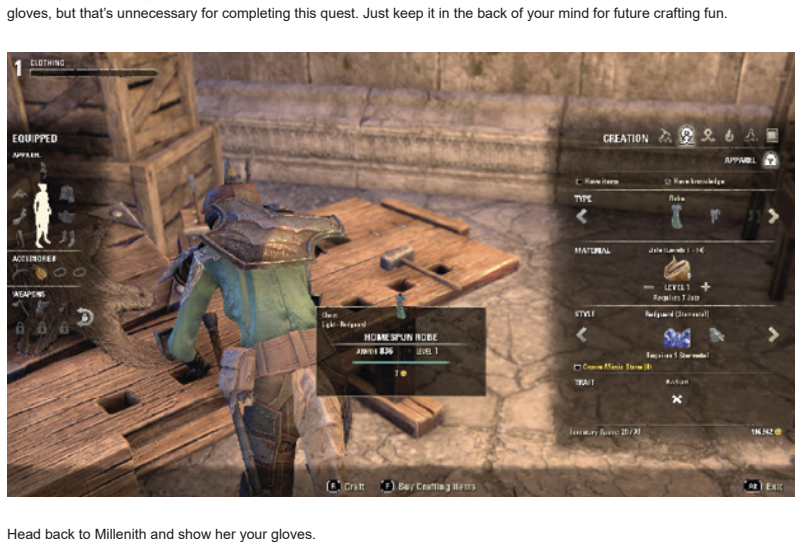
Head through Alinor's north gate and turn right to find a slew of Jute plants. There are three contained in the marked circle; you must harvest all of them to get the necessary amount for Millenith. Once you have what you need, head back to Millenith to get your next task.

ACQUIRE JUTE

Head south from Millenith into Alinor's Plaza of the Hand. Head to the plaza's back left corner to find a couple of Clothing Stations. Use one to refine the Raw Jute by selecting it from the Refine tab. Once you've created the required amount of Jute, head back to Millenith.

CRAFT HOMESPUN GLOVES

Return to the Clothing Station and select the Creation tab. Now select Gloves as your Type and Jute as your Material, then hit the designated crafting button to create a pair of Homespun Gloves. You can add more Jute to increase the level of the gloves, but that's unnecessary for completing this quest. Just keep it in the back of your mind for future crafting fun.



Head back to Millenith and show her your gloves.

DECONSTRUCT THE HOMESPUN GLOVES

Millenith will request that you destroy the gloves to prove that you are as experienced in the destruction of things as you are in the creation of them. Head back to the Clothing Station and select the Deconstruct tab. Select your gloves, share some parting words, then send them to wherever gloves go when they die. With their remains in hand, head back to Millenith and gloat about being a shameless glove murderer. She'll revel in your sinister storytelling and tip you with Hemming and 1,000 Inspiration Points.

You'll also gain access to Clothing crafting writs, which are daily quests that award crafting materials and Inspiration. These quests involve a lot more creation and a lot less glove slaying, so make sure to consider those elements before deciding to become a full-time writ crafter. Once you've created what's listed on the writ, you'll need to turn it all in to the designated drop-off location. If you're looking to create better cloth "armor," you'll want to complete these writs as much as possible, so perform them whenever you are given the opportunity.

The Elder Scrolls
ONLINE
SUMMERSET

The Psijic Order

Introduction

The Psijic Order skill line has a support-focused, time manipulation–themed set of skills. You'll find it complements just about any build but doesn't fare quite as well when used as your exclusive ability line. You'll find a lot to love here if you spend some time in the PvP Battlegrounds—especially Undo, which allows you to rewind your Health, Magicka, Stamina, and position back to 4 seconds before using it.

The trick to the Psijic Order is the way it levels up. While it's not nearly as labor-intensive as the Mages and Fighters Guilds, it still takes a good bit of effort to max out. You'll need to complete quests for the Psijic Order in order to level up the skill line. There are 10 quests, each of which will earn you an extra level in the Psijic Order, unlocking new abilities at the same time. Where this becomes a challenge is the quests themselves. Nearly all of them involve traveling across the whole of Tamriel to track down breaches in time. It's a peaceful journey, exploring nearly every region in the game, but it takes an awful lot of time to complete. Be prepared for a big time commitment if you want to reach the end of this skill tree. It's definitely worth the effort, but it is not for the faint of heart or those who are light on time.

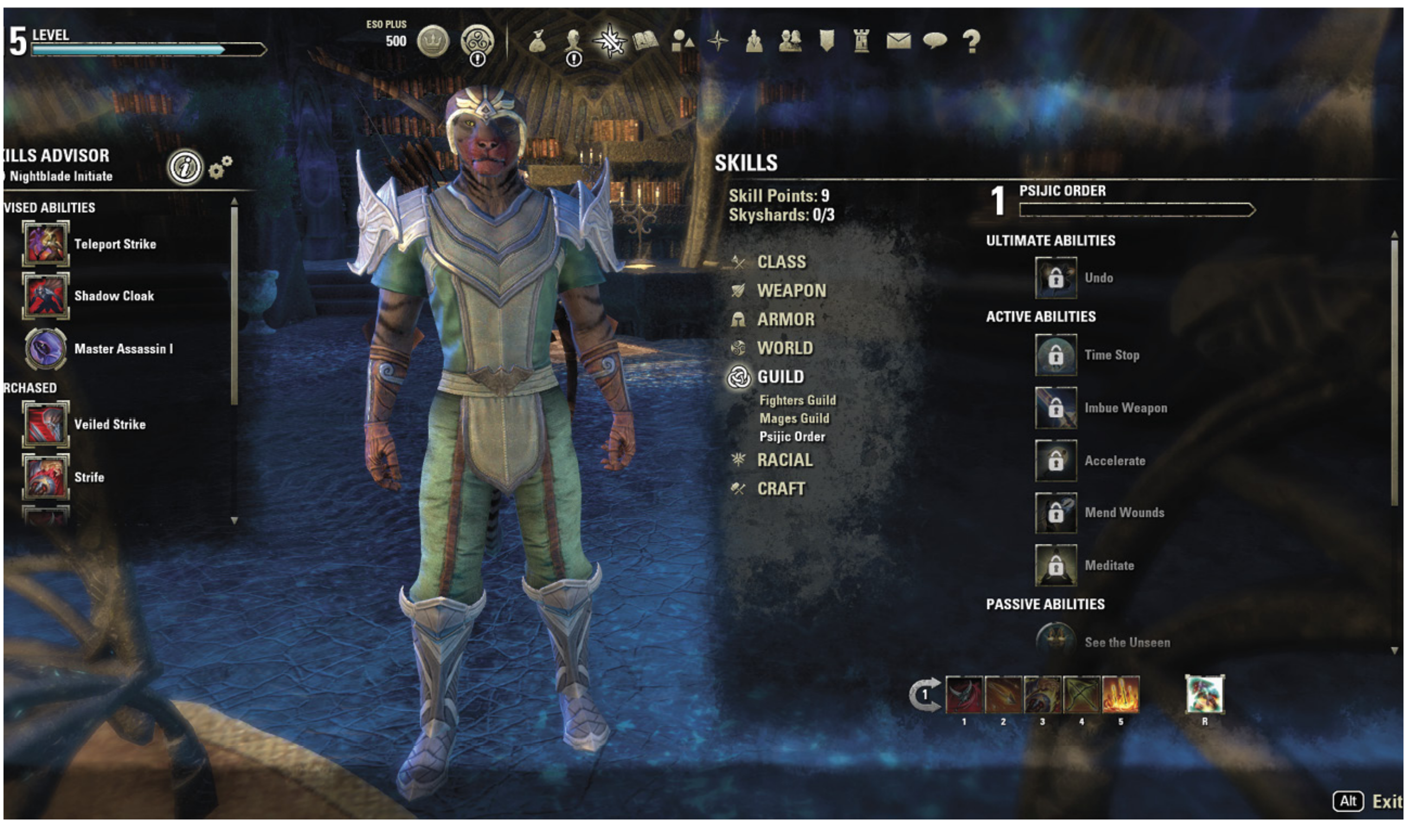
The Psijic Order

Unlocking the Psijic Order Skill Line

To unlock the skill line, speak with Loremaster Celarus after completing the first quest in the Summerset main story, "The Queen's Decree." He'll task you with completing your first quest for the Psijic Order. This earns you access to the Psijic Order skill line.

Once you unlock the skill line, you can access it the same way you access the Mages Guild and Fighters Guild skill lines. Open your Skills menu and select Guild. From here, everything functions exactly like you'd expect it to.

You'll unlock a new skill for nearly every rank and you'll level up your rank for every Psijic Order quest you complete. The following section breaks down every skill you'll unlock at each rank.

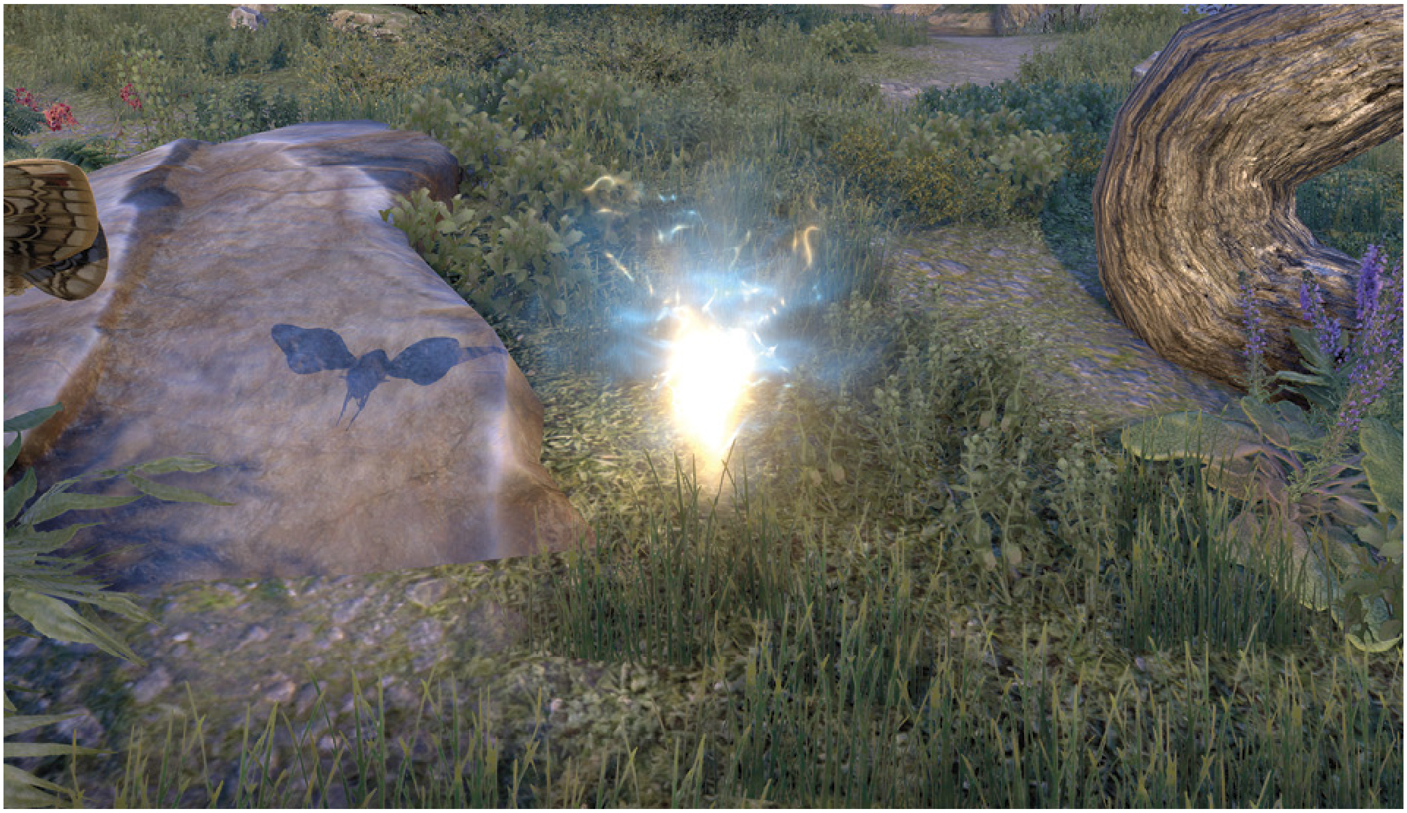

5 LEVEL
ESO PLUS 500
ILLS ADVISOR
Nightblade Initiate
VISED ABILITIES
Teleport Strike
Shadow Cloak
Master Assassin I
RCHASED
Veiled Strike
Strife
SKILLS
Skill Points: 9
Skyshards: 0/3
CLASS
WEAPON
ARMOR
WORLD
GUILD
Fighters Guild
Mages Guild
Psijic Order
RACIAL
CRAFT
1 PSIJIC ORDER
ULTIMATE ABILITIES
Undo
ACTIVE ABILITIES
Time Stop
Imbue Weapon
Accelerate
Mend Wounds
Meditate
PASSIVE ABILITIES
See the Unseen
1 2 3 4 5 R
Alt Exit

The Psijic Order

Rank 1

PASSIVE: SEE THE UNSEEN

Description: The insight you have gained from the Psijic Order grants you vision of the spiritual world. You can now interact with rifts all throughout Tamriel.



This skill unlocks automatically after unlocking the Psijic Order skill line. It allows you to see breaches all over Tamriel. If you approach and open a breach, it will give you a handful of items. They function very similarly to treasure chests or Thieves Guild chests.

The Psijic Order

Rank 2

ACTIVE: TIME STOP

- Cast Time: 1.3 seconds
- Target: Ground
- Range: 28 meters
- Radius: 8 meters

Description: Freeze the passage of time at the target location, gradually reducing the Movement Speed or enemy's area during the cast before finally stunning them in place for 3 seconds when the cast completes.

Time Stop is also an effective skill for PvP, but it works just as well for PvE questing. It places a giant AoE sphere, which will add a gradual movement speed reduction debuff to anyone who enters it. They'll continue to slow down until they come to a complete stop for a few seconds. It has great crowd control effectiveness and can be used both as a means of escaping pursuers or as an engage against other players.

POTENTIAL MORPHS

BORROWED TIME

This negates healing done on enemies that are stunned for a certain scaling number of Hit Points, or for 3 seconds. This morph works best for those who use Time Stop offensively in PvP-focused combat. If you and your team are ready for a down-and-dirty attack, or if your foes are fleeing, put this in their escape route to easily take them out.

TIME FREEZE

This removes the cast time, but it takes longer to stun enemies—4 seconds to be precise. It can be used both offensively or defensively, depending on how good you are at getting it in front of the enemy while they are running toward you or away. It's not going to have the same combat possibilities as the Borrowed Time morph, but it will give you a lot more crowd control and a distinct ability to cause some chaos and confusion on the battlefield.

The Psijic Order
Rank 3

ACTIVE: IMBUE WEAPON

- Cast Time: Instant
- Target: Self-Targeting
- Duration: 2 seconds

This ability will imbue your weapon with energy, which will cause the next light attack you perform to do additional Physical Damage. It’s a stamina-based ability, but it doesn’t use all that much when compared to most other damage-dealing, stamina-based abilities. It’s a nice, temporary boost in damage output that you can use repeatedly as necessary.

POTENTIAL MORPHS

ELEMENTAL WEAPON

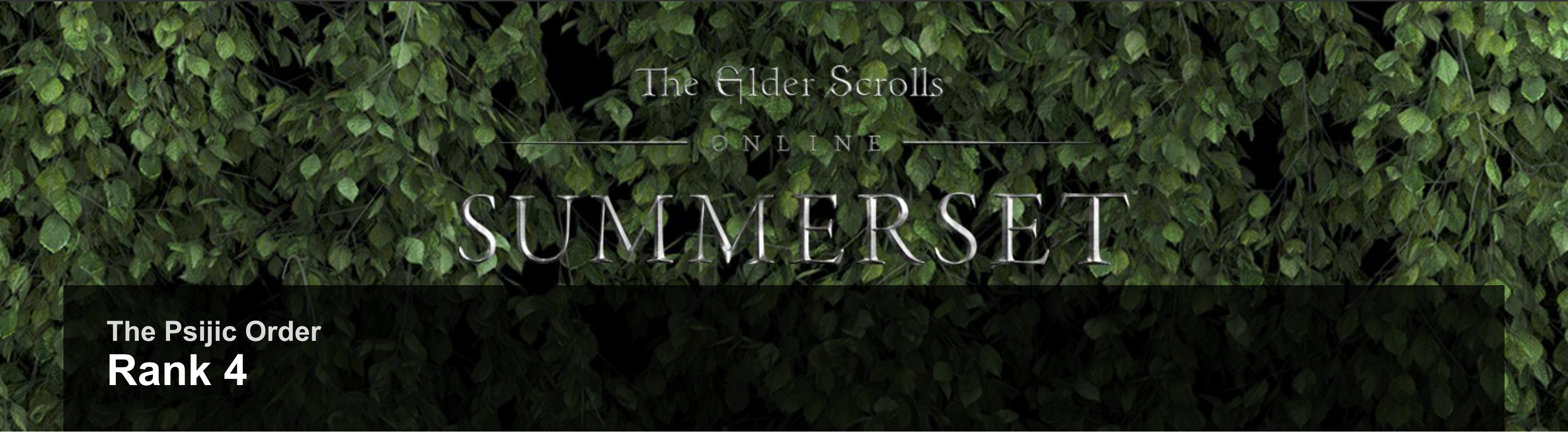
This morph will convert the ability into a Magicka ability and replace its Physical Damage output with Magic Damage. It will also apply either Burning, Concussion, or Chill debuffs when it hits an enemy. An obvious choice for aggressive, damage-dealing builds.

CRUSHING WEAPON

This morph heals you for a percentage of the damage done. Don’t lean on this ability if you’re looking for a quality heal, but tanks will find it fairly useful. If you’re able to continuously mash it while attacking an enemy, it will take them that much longer to kill you, which could give you the edge in overall damage done or buy you time to regroup with your teammates. If you’re using it for PvE, it will work well to survive aggroing too many mobs at once, but don’t rely on it for anything more than a way to mitigate the consequences of your impatience.

PASSIVE: CLAIRVOYANCE

A simple Passive ability that reduces the cost of your Psijic Order abilities by a small percentage. No muss, no fuss.



The Psijic Order

Rank 4

PASSIVE: SPELL ORB

Description: When you cast a Psijic Order ability while you are in combat, you generate a spell charge. When you reach 5 spell charges, you launch a spell orb at the closest enemy to you dealing Magic Damage or Physical Damage, whichever is higher.

The spell charges must be generated within 10 seconds of each other or all charges will be lost.

The amount of damage this Passive generates is minuscule compared to pretty much anything else you can throw at an enemy, but it’s passive and doesn’t cost Magicka or Stamina to use. If you’re looking for a little more damage output with no added effort, this will work just fine.

ACTIVE: ACCELERATE

- Cast Time: Instant
- Target: Self

Description: Bend time and space around you to gain Major Expedition for 3 seconds and Minor Force 12 seconds, increasing your Movement Speed by 30% and Critical Damage done by 10%.

This is a solid PvP skill, since it offers a very necessary speed boost and ups your potential damage output. Its instant cast time can also help make a quick getaway or keep your Crit Damage buff active. Don’t expect to run circles around other players with this skill alone, but getting a 12-second Crit Damage buff on top of the movement speed buff isn’t too shabby.

POTENTIAL MORPHS

CHANNELED ACCELERATION

Channeled Acceleration triples the duration of Accelerate but adds a cast time. It’s not going to give you the same flexibility that the base Accelerate offers, but having 9 seconds of improved movement speed will make reaching any objective before most other players effortless.

RACE AGAINST TIME

This morph will reduce the cost of Sprint by 50% for 3 seconds. We don’t suggest selecting this one for a Stamina-based build, but you’ll find that you have a pretty decent amount of escape potential as a spell-slinging Magicka user. The 50% cost reduction for Sprint might sound like a good fit for Stamina builds, but we found that it only encouraged more sprinting, which still left our Stamina bars drained by the time we reached combat.

SKILL 4: MEND WOUNDS

- Cast Time: Instant
- Target: Self
- Duration: 3 seconds

Description: Invoke the Rites of Moawite, replacing your next Light or Heavy Attack used within 3 seconds with healing abilities that can be used on allies.

This skill is nice to have, but it's a bit of a tough sell without one of the morphs it offers. To get the most out of this ability, you'll want to use it with a healing staff. Landing a hit light attack on a moving ally with a melee weapon within 3 seconds is tough on a good day and the heavy attack heal is meant to be used with a weapon that creates a continuous beam (hence the healing staff suggestion). At its best, it will up the quality of a healer's healing staff abilities. Use it with just about anything else and you'll get a very different experience.

POTENTIAL MORPHS

MEND SPIRIT

Mend Spirit's offerings greatly increase this ability's potential when used with a healing staff. It increases your ally's Physical and Spell Resistance while you heal them, which can make a tank you're healing even more unstoppable.

SYMBIOSIS

If enemy players are constantly targeting you in Battlegrounds, consider selecting Symbiosis for some more survivability. With this morph, you heal yourself for a percentage of the healing done to the ally you're currently healing. In other words, if their health is going up, so is yours.

PASSIVE: CONCENTRATED BARRIER

Description: While you have a Psijic Order ability slotted and are blocking, you gain a damage shield that absorbs 2,500 damage.

This damage shield recharges back to full strength after you spend 10 seconds not blocking.

The shield isn't going to make you an unstoppable god of battle, but it's also nothing to walk away from. Having that little extra bit of survivability as a tank, or even as a light armor–wearing magic user, can make the difference between certain death and a narrow retreat.

The Psijic Order

Rank 8

SKILL: MEDITATE

- Channel Time: Instant
- Target: Self

Description: Focus your body and mind into a meditative state, healing for 1,500 Health and restoring 1,500 Magicka and Stamina every 1 second.

You will remain in a meditative state until you toggle this ability off or are interrupted.

This ability definitely has a lot of potential but is not for those without situation awareness. Getting hit by anything will knock you out of your trance, so know when to use it during a fight or it won't be useful. It's at its best when you have a tank drawing attention from enemies and you've just burned through all of your Stamina or Magicka. You can quickly meditate, then get right back to slinging attacks as if nothing ever happened. Or consider using Accelerate to put some distance between you and an enemy player who got the upper hand during combat. Get a few seconds' distance ahead of them, then use your Meditate, get some HP, Stamina, and Magicka back, and turn the tables on them entirely. The possibilities for using this effectively are there, but you'll need to be clever and very aware of your situation to access them.

POTENTIAL MORPHS

DEEP THOUGHTS

This morph increases the amount of Magicka and Stamina restored, lending itself more to the attacker that's shooting projectiles while their tanks and other allies draw all the attention. It's not a huge increase in Magicka and Stamina restored, but it's enough that you'll be back in the fight faster than you would otherwise.

INTROSPECTION

Introspection increases the amount of Hit Points restored by 10% for every second you maintain your trance. Those with large health pools will likely get much more use from this ability than those with a lower base HP. If you're particularly squishy, you won't want to commit to holding completely still long enough for this ability to be effective, but a tank will find getting back huge chunks of HP rapidly a massive boon to their playstyle.

PASSIVE: DELIBERATION

Description: While you are casting or channeling a Psijic Order ability you gain Major Protection, reducing your damage taken by 30%.

This passive skill is really only beneficial for those using the Psijic Order skills as healing abilities. You'll lose a lot less health if you're hit while using Meditate, and those using Mend Wounds with the Symbiosis morph will find themselves temporarily able to tank through oncoming damage a lot better than usual.

The Psijic Order

Rank 10

ULTIMATE: UNDO

- Cast Time: Instant
- Target: Self
- Cost: 125 Ultimate

Description: Step backwards in time, resetting your Health, Magicka, Stamina, and position to what they were 4 seconds ago.

If there's a Psijic Order skill that you're going to want to close dozens of breaches for, this is definitely the one. Undo resets your Hit Points, Magicka, and Stamina and reverses your position back to where you were 4 seconds ago. It's a high-skill, high-power ability that you can use in so many ways. You could potentially jump into a group of enemies, drop an AoE, or throw out your heavy-hitting attacks, then hit Undo and reverse all damage done like it never happened.

You'll need to be constantly aware of the amount of time you've been engaged in combat, as well as where you were 4 seconds ago. Use this improperly and you can end up reversing heals that you received, or reverse yourself right back to an enemy's attack range.

One last thing to note: While Undo resets your HP, Magicka, and Stamina, it doesn't remove buffs and debuffs you received at any point. If you've got a movement speed debuff on you, you'll still have it after using Undo; the same goes for any damage-over-time attacks and so forth.

The Elder Scrolls ONLINE

SUMMERSET

The Psijic Order

The Psijic Order Quest Line

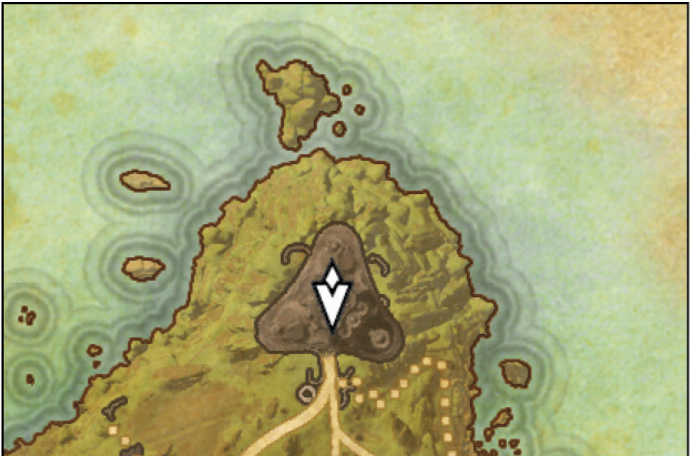
Before you start completing quests, know that these quests are lengthy and involve a great deal of travel—they are not meant to be completed back-to-back. Obviously play in whatever manner you find comfortable, but our suggestion is to space these out and complete them between other quests on Summerset.

THINKING AHEAD

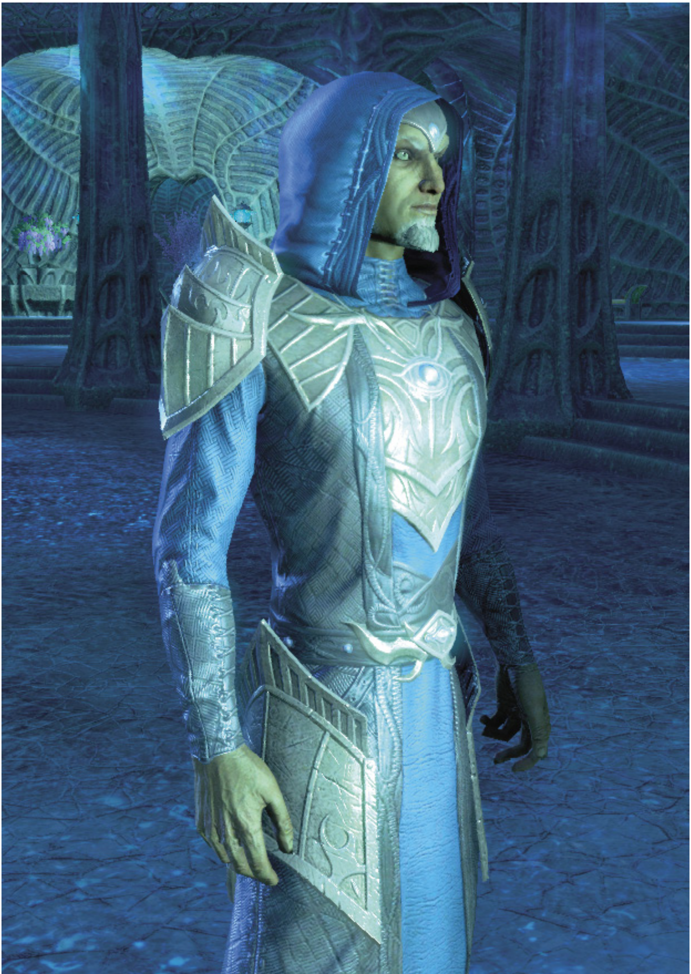
Like those related to the Mages or Fighters Guild, these quests are completed over several regions. Plan to hit every nearby wayshrine you see. They may take you off the beaten path, but you'll be revisiting several regions later, which will make your unlocked wayshrines invaluable in completing each quest.

THE PSIJICS' CALLING

- Location: Artaeum, Ceporah Tower



- Quest-giver: Loremaster Celarus



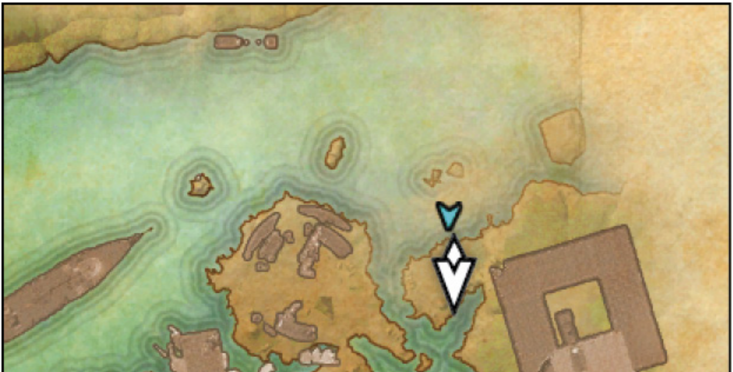
Description: Loremaster Celarus offers you an opportunity to join the Psijic Order, but this honor does not come without a price. In order to become a full-fledged member of the order, you must help Celarus by closing breaches in time scattered around Summerset.

FIND THE AUGUR OF THE OBSCURE

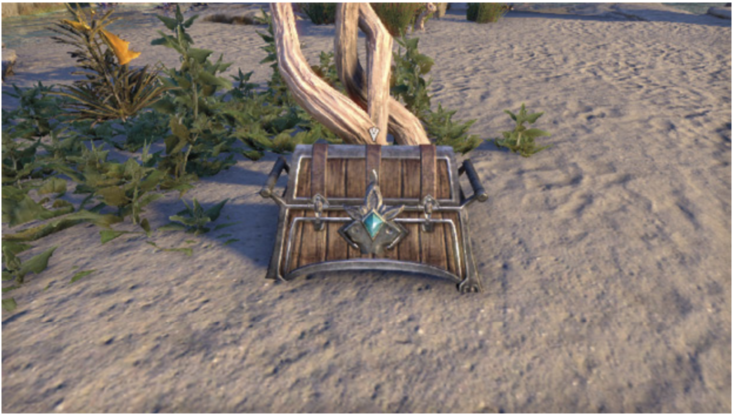
After speaking with Loremaster Celarus, talk to Josajeh. You'll need to head to Wasten Coraldale to find the Augur of the Obscure—grab the Psijic Map of Summerset off the table on the room's south side before you go.

Wasten Coraldale is on the west coast of Summerset, north of Alinor.

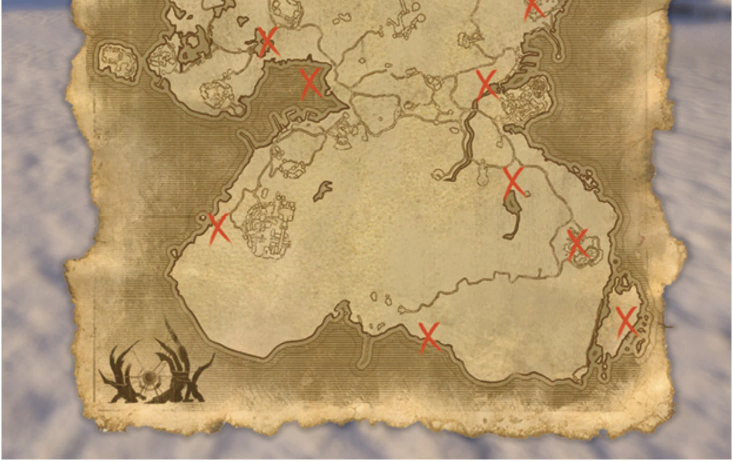
WASTEN CORALDALE



The Augur of the Obscure is in a chest near the northeastern tip of Wasten Coraldale. Once it's in your possession, push the button listed onscreen to use it or grab it from your inventory under the Quest Items tab.

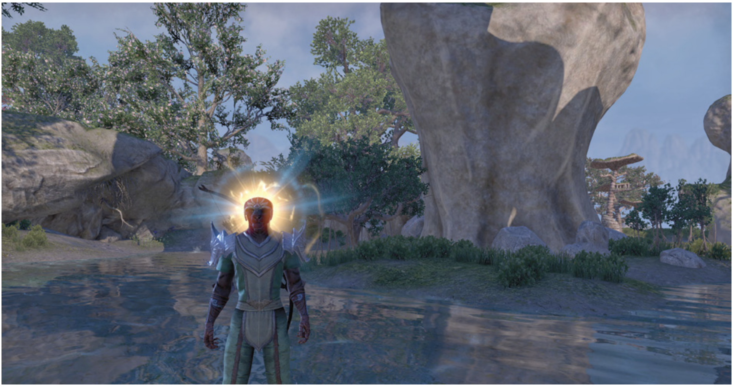


A map of Summerset will appear with a slew of red crosses scattered along Summerset's coasts. These are the breaches in time Loremaster Celarus was speaking about. You'll need to visit each one and close it to complete the quest.



The Psijic Map of Summerset doesn't pinpoint the locations of each breach with its crosses, instead giving a general area where you can find the breach. When you're near one, the Augur of the Obscure will begin talking and give a small hint as to where to specifically look in your general area.

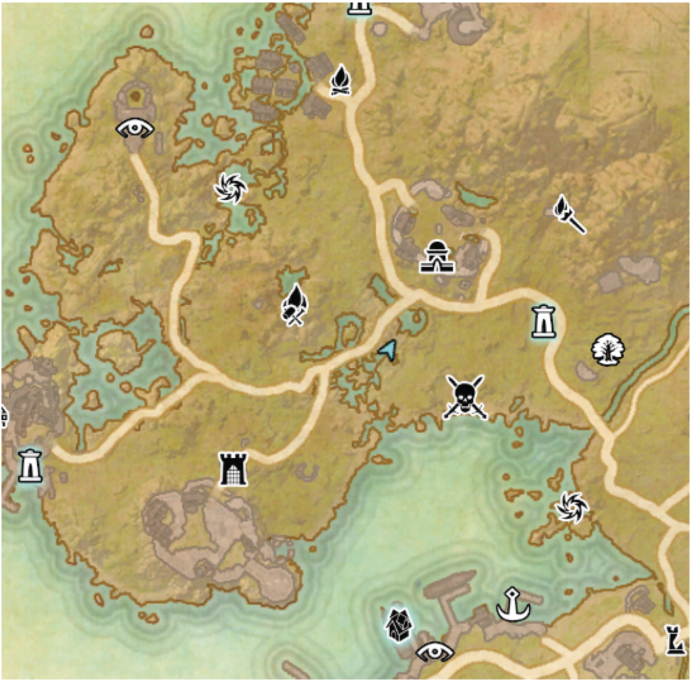
To activate the Augur, press the onscreen button prompt to see the breach. Your head will be glowing gold and blue if the Augur is active. If you step too far away from the breach, the Augur will deactivate and the glow around your head will disappear. This will help keep you on the right path, so pay close attention to that glow.

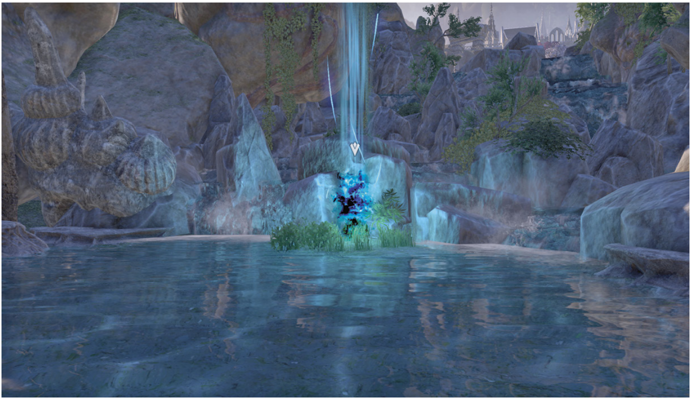


We'll start with the northernmost breach on the west side of Summerset, but tackle these in any order you like.

BREACH 1

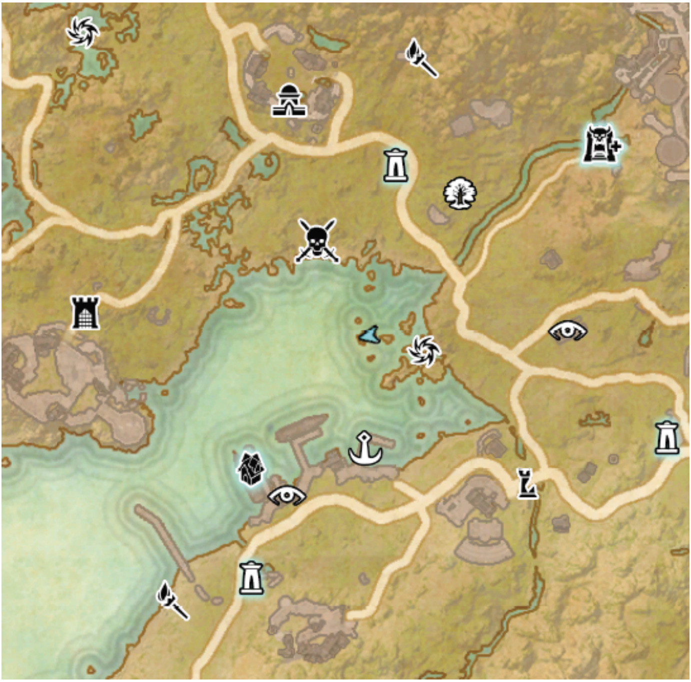
- Location: In the shallow waters southwest of the Illumination Academy.

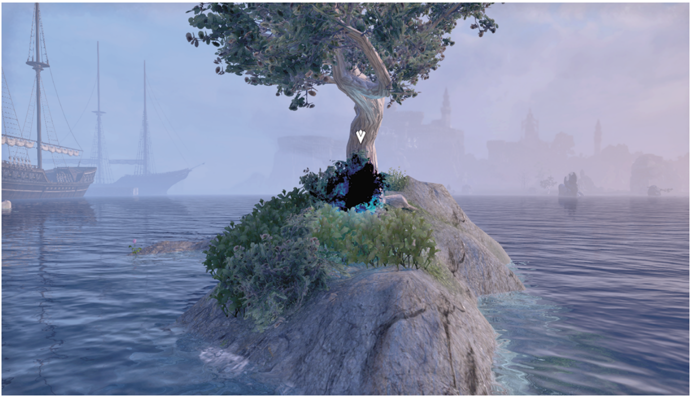




BREACH 2

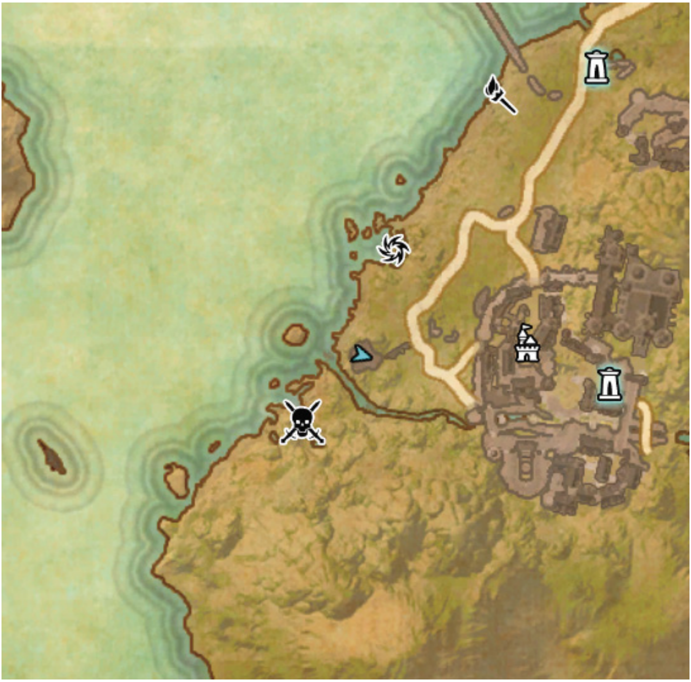
- Location: On a small island west of the Abyssal Geyser Rellenthil.

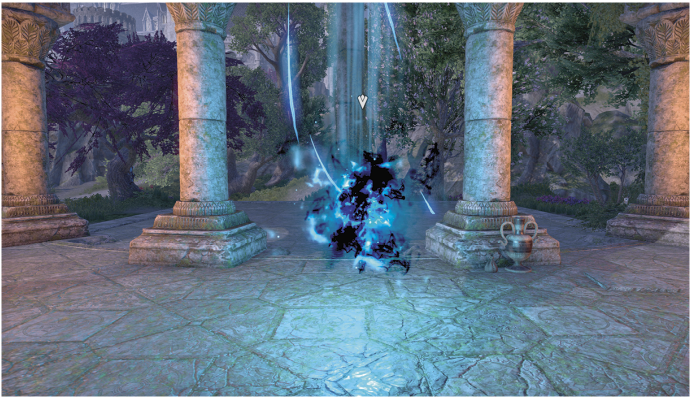




BREACH 3

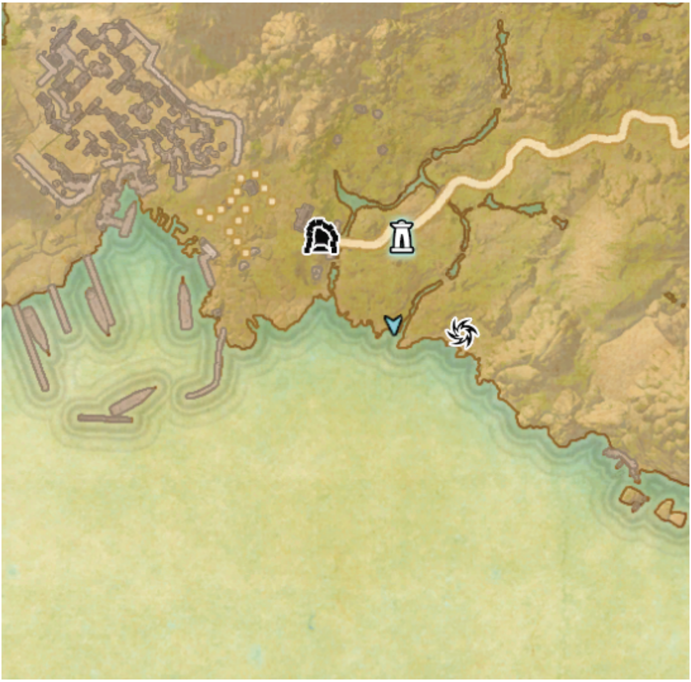
- Location: In the temple ruins west of Alinor.

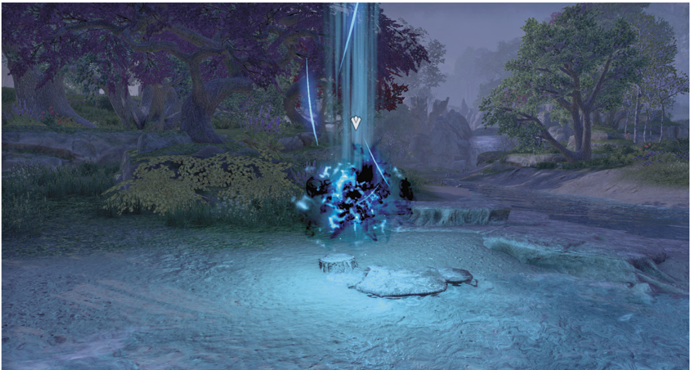




BREACH 4

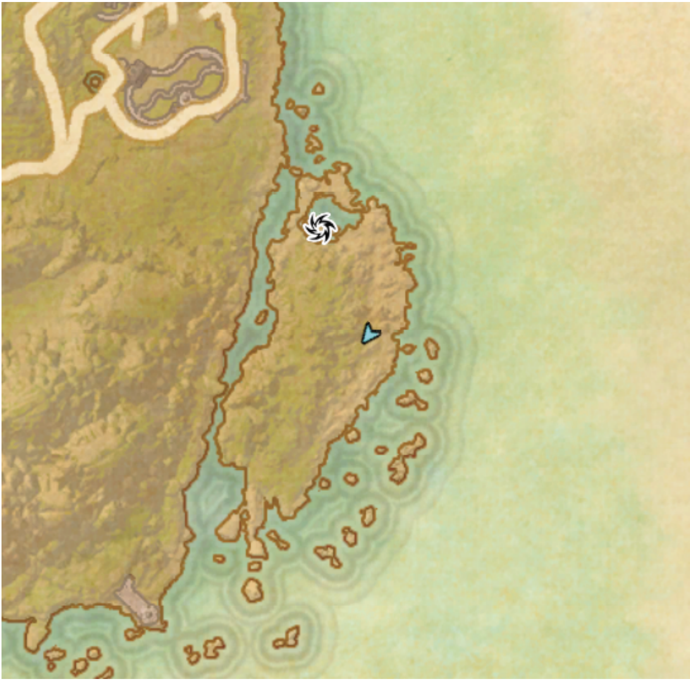
- Location: On the beach immediately south of the Sunhold Wayshrine.

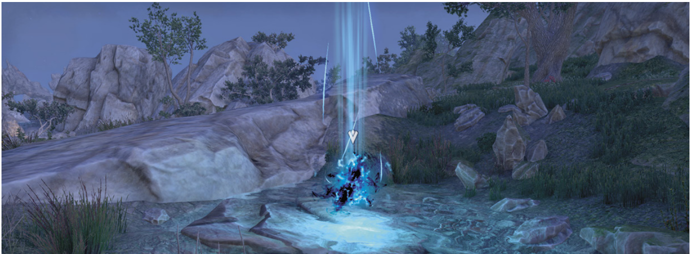




BREACH 5

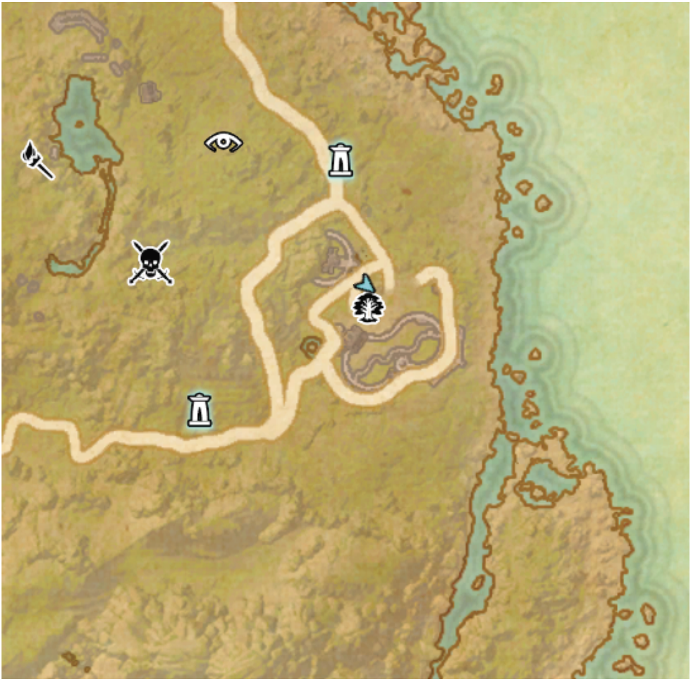
- Location: On the island’s east side, near the southeast corner of Summerset.

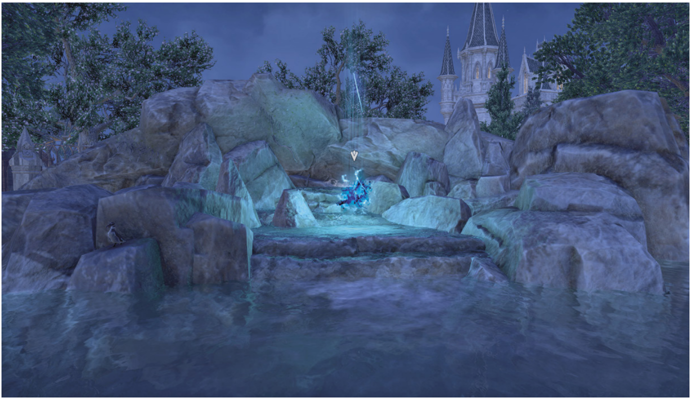




BREACH 6

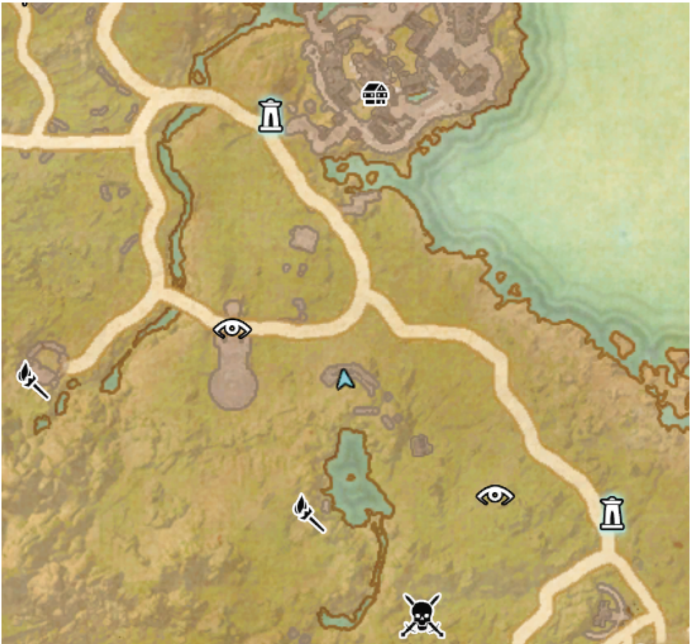
- Location: On the rock fountain near the center of the Sil-Var-Woad.

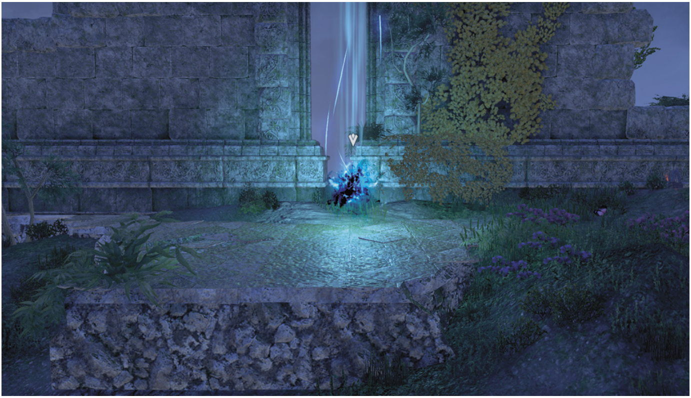




BREACH 7

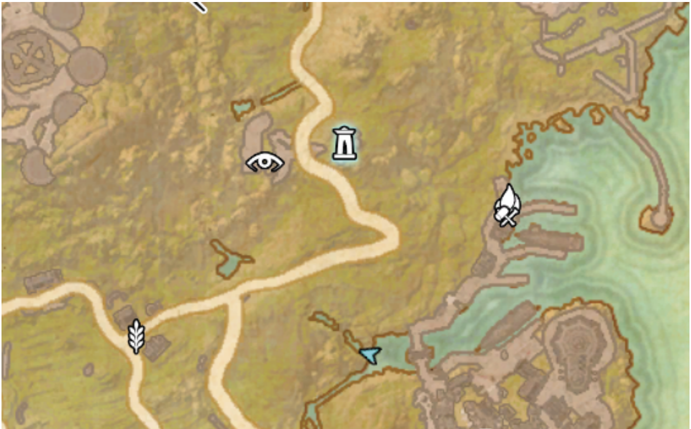
- Location: On the south side of the ruins east of the Keep of the Eleven Forces.

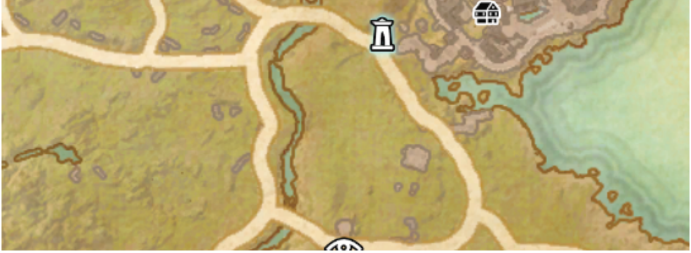


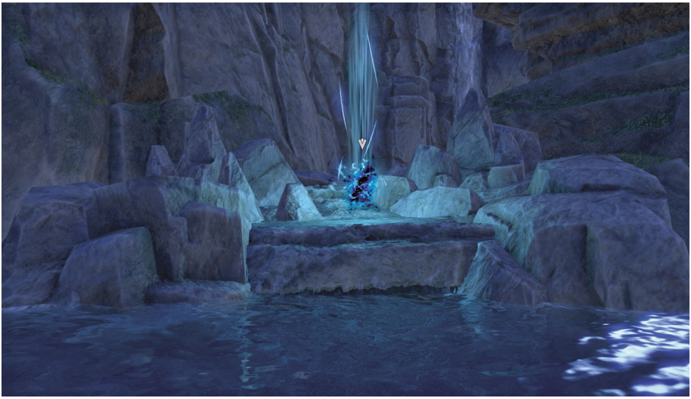


BREACH 8

- Location: In the river running alongside the north side of Shimmerene.

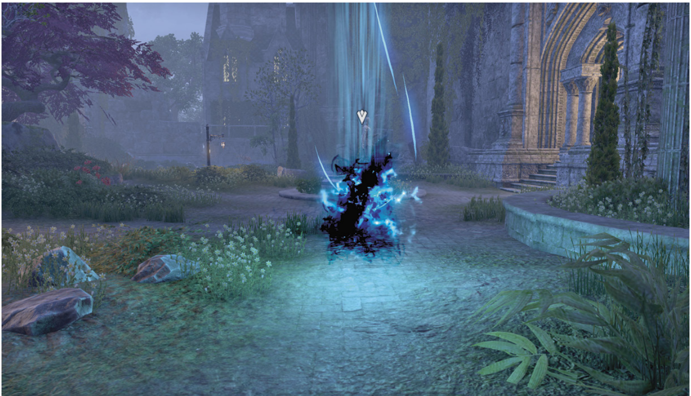


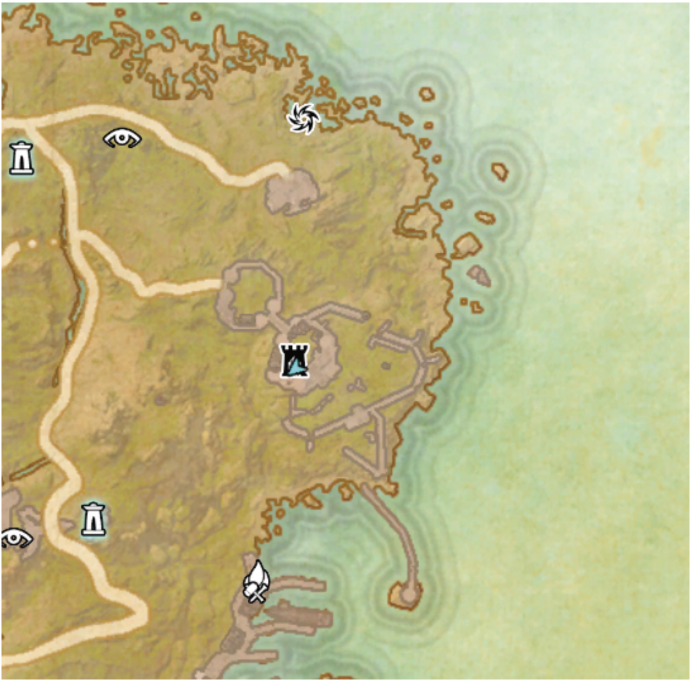




BREACH 9

- Location: On the upper exterior of the Direnni Acropolis.





RETURN TO LOREMASTER CELARUS

Once you've sealed all nine breaches, head back to Ceporah Tower and speak with Loremaster Celarus. He'll instruct you to speak with Josajeh as well. Speaking with Josajeh will conclude the quest and earn you an Unidentified Summerset Head Armor box and the Psijic Order skill line.

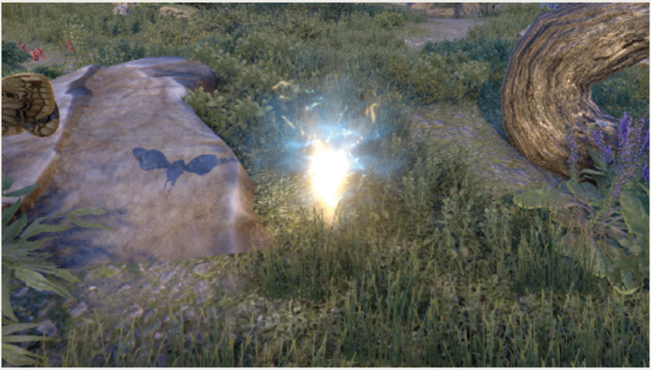
LEVELING THE PSIJIC ORDER SKILL LINE

Like the Mages and Fighters Guilds, the Psijic Order can't be leveled up by conventional means. You'll need to complete quests for the Psijic Order to raise your level—every quest raises your level by one.

Every Psijic Order skill is locked behind a level requirement, meaning that you'll need to complete all of the Psijic Order quests in order to get every available skill.

SEEING THE UNSEEN

You'll be granted the See the Unseen passive ability, which will enable you to see smaller breaches—Psijic Portals—around Tamriel. Unlike the time breaches you just finished sealing, Psijic Portals actually contain treasure. These breaches can appear anywhere a Runestone node would spawn, though they have a significantly lower chance of spawning than a Runestone.



Psijic Portals always contain an "overland" set item from the zone where the portal was found. These set items are normally acquired through activities such as completing daily quests, opening chests, or defeating bosses in the zone. Psijic Portals make it easier to complete the item sets. They also have a slight chance to grant a crafting motif chapter from a motif normally found in that zone. Even if you don't want the motif for yourself, these can often be sold for a sizeable amount of gold to other players.

Psijic Portals can give you a piece of Infused Jewelry to research, or grant the Pulverized Aurbic Amber needed to craft Infused jewelry. Infused jewelry increases the power of whatever enchantment is on that piece of jewelry, which makes it a strong choice for certain builds.

Psijic Portals also have a very small chance to grant Psijic Ambrosia, a valuable, consumable item that temporarily increases all experience your character gains.

BREACHES ON THE BAY

- Location: Artaeum, Ceporah Tower
- Quest-giver: Josajeh

Description: There are more time breaches to close, but these ones will require you to do a lot of region traveling outside of Summerset. Get ready to travel through three different regions to complete this quest—four if you haven't explored the western regions of Tamriel yet.

You have to use the docks in Wayrest in Stormhaven to reach Alik'r.

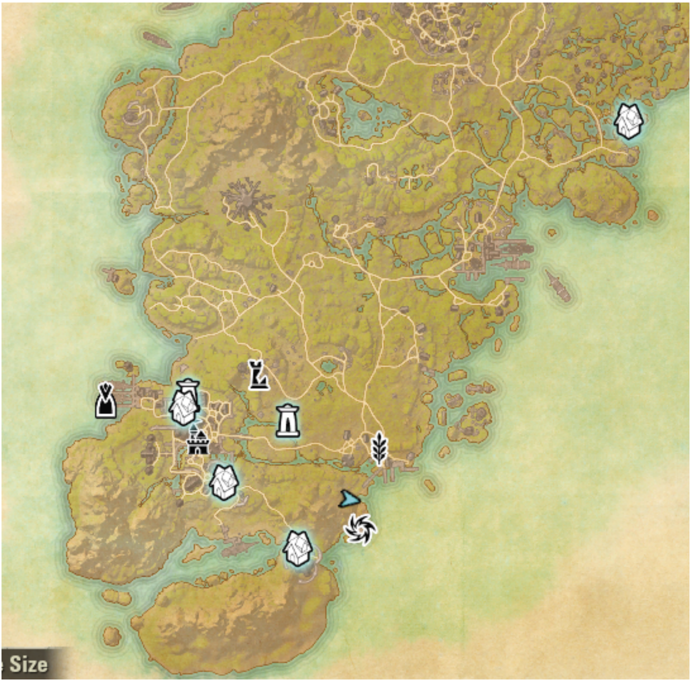
EXAMINE THE PSIJIC MAP

After speaking with Josajeh, examine your Psijic Map. It has changed and now has locations across Iliac Bay, which covers three different regions in Tamriel: Glenumbra, Stormhaven, and Alik'r.

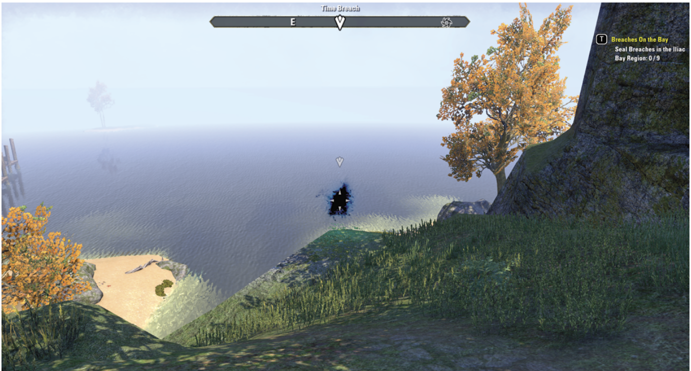
To reach Alik'r, you'll need to use the docks of Wayrest in Stormhaven. Keep it in the back of your mind as you progress through these breaches.

BREACH 1

- Region: Glenumbra



- Location: Just north of Daenia Dolmen on the southeastern side of the region.


Time Breach
E
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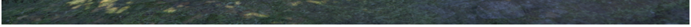
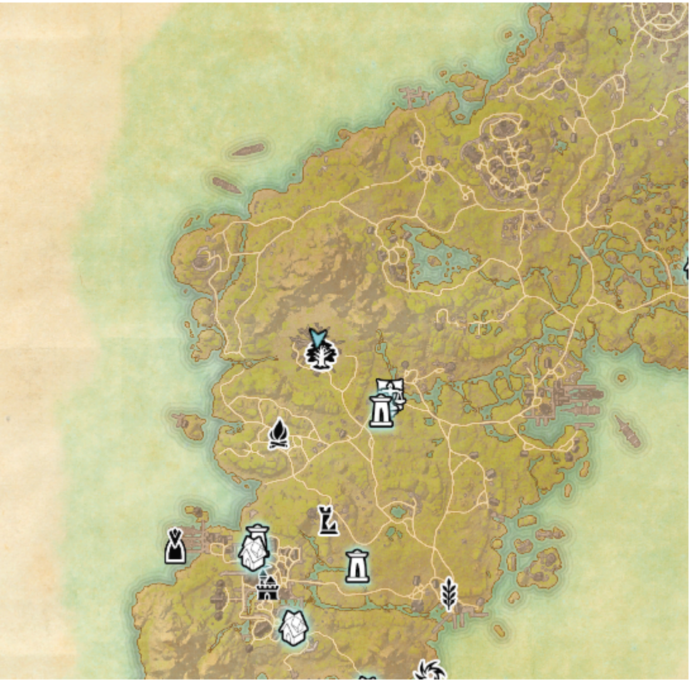
Breaches On the Bay
Seal Breaches in the Iliac Bay Region: 0 / 9

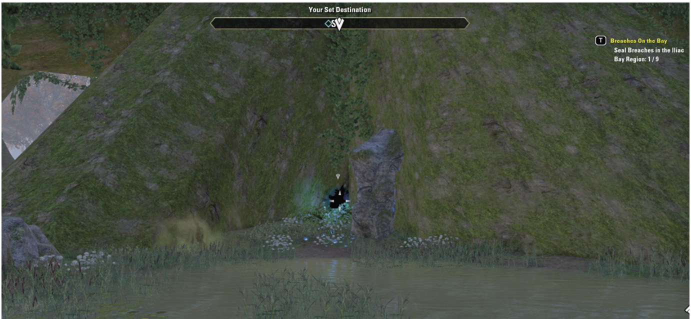


BREACH 2

- Region: Glenumbra



- Location: On the north side of the Beldama Wyrd Tree on the region's west side.


Your Set Destination
S
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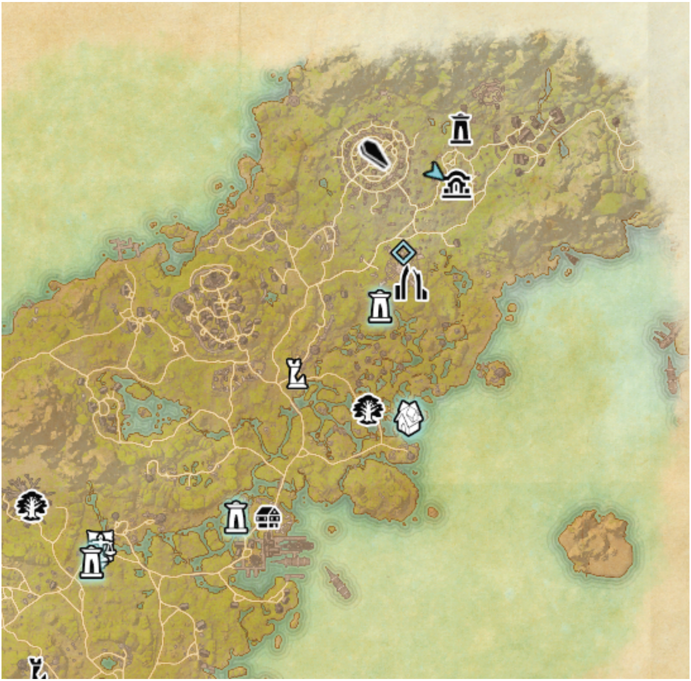
Breaches On the Bay
Seal Breaches in the Iliac Bay Region: 1 / 9

BREACH 3

- Region: Glenumbra



- Location: Atop a hill slightly northwest of the Burial Mounds near the region’s northern tip.

Time Breach (Above)
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Burial Mound
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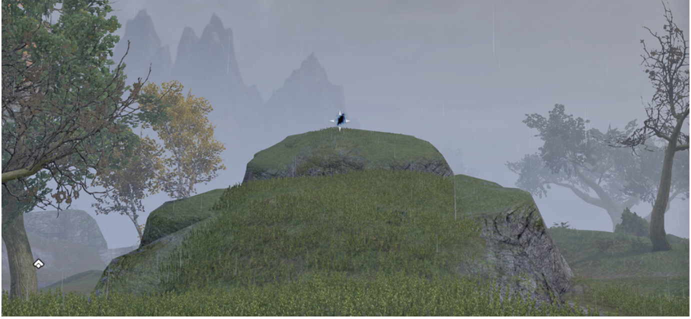
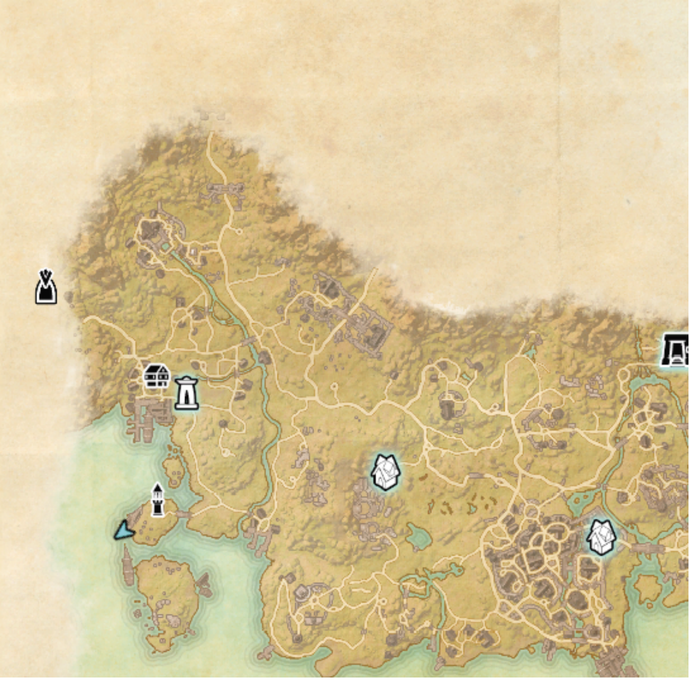
Breaches On the Bay
Seal Breaches in the Iliac Bay Region: 2 / 9

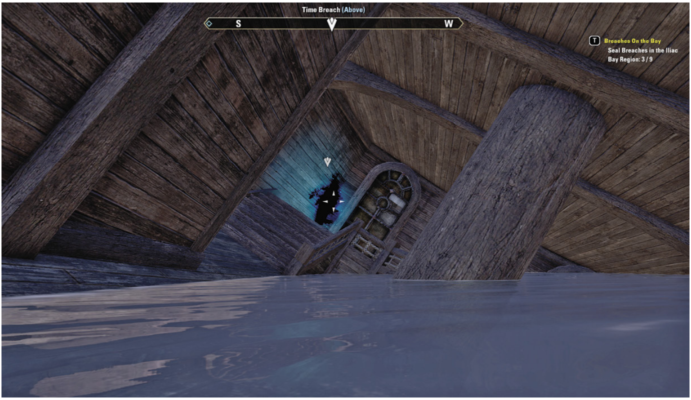


BREACH 4

- Region: Stormhaven



- Location: Inside the shipwreck on the middle island, home to Koeglin Lighthouse, on the region’s west end.


Time Breach (Above)
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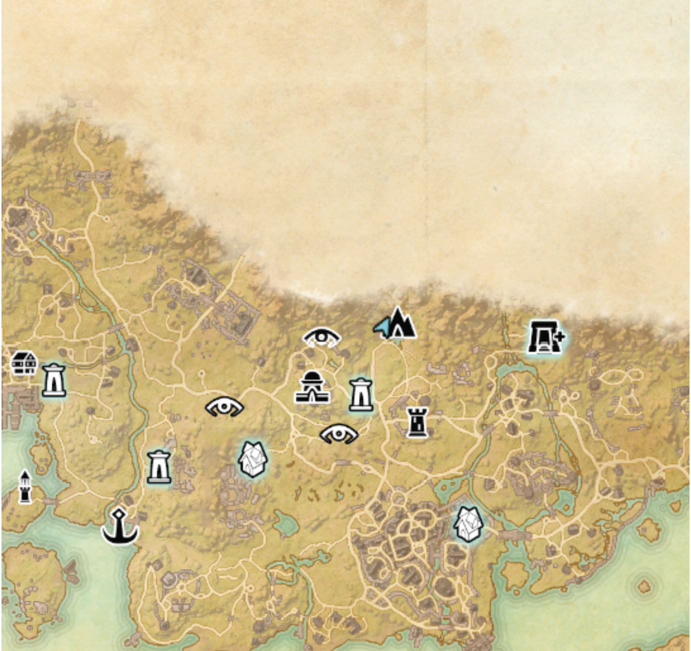
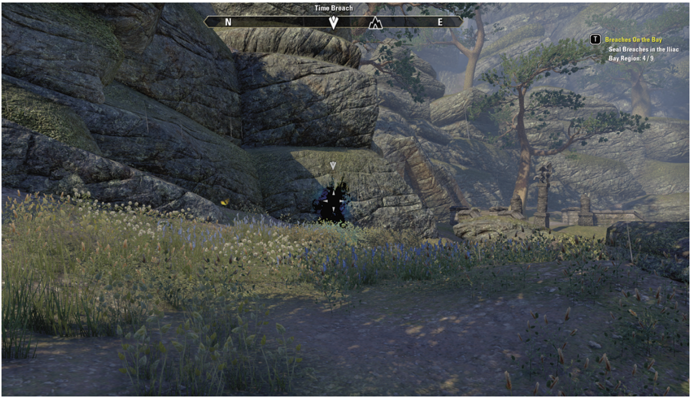
Breaches On the Bay
Seal Breaches in the Iliac Bay Region: 3 / 9

BREACH 5

- Region: Stormhaven



- Location: Slightly west of Moonlit Maw, which is north of the region’s center.


Time Breach
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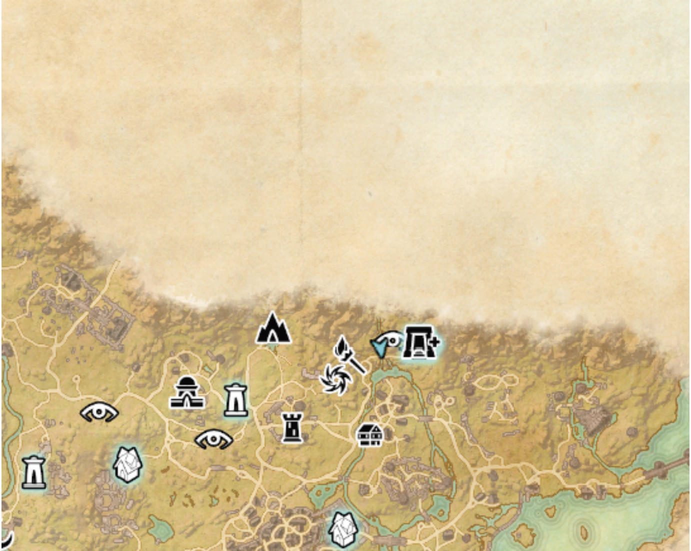
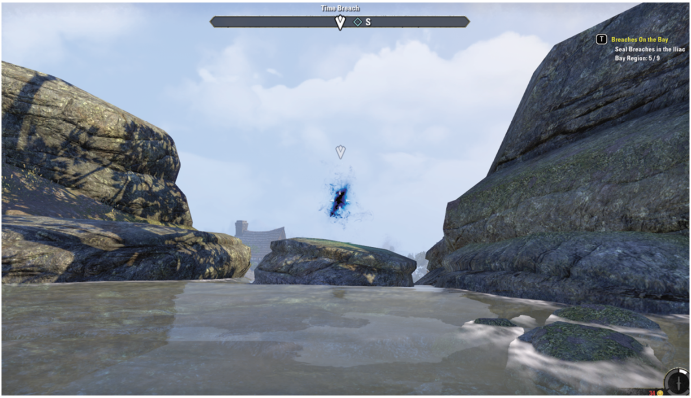
T Breaches On the Bay
Seal Breaches in the Iliac Bay Region: 4 / 9

BREACH 6

- Region: Stormhaven



- Location: Atop Cumberland Falls, to the west of the Scalecaller Peak dungeon.


Time Breach
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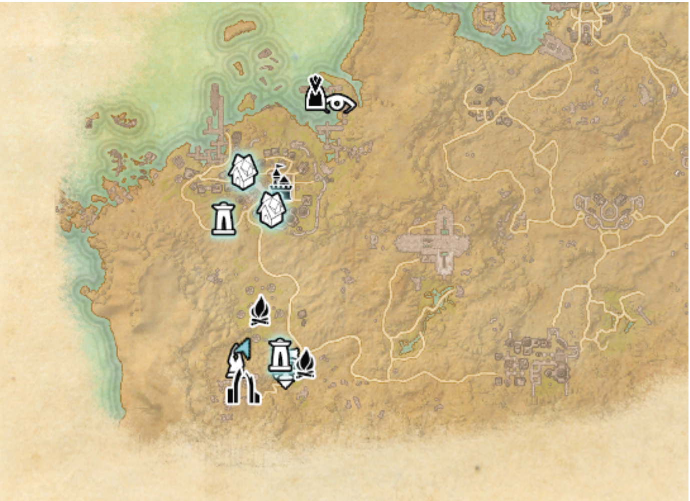
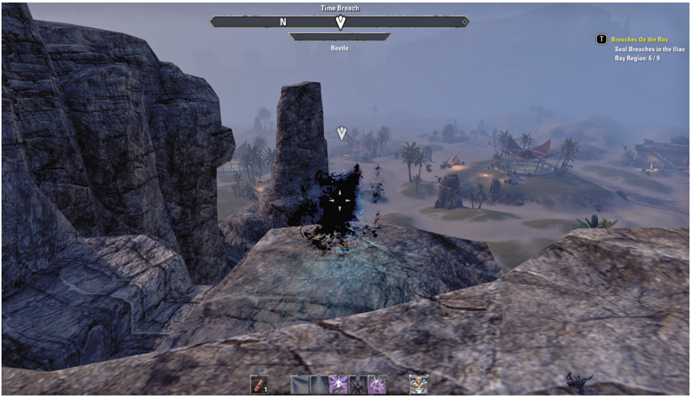
T Breaches On the Bay
Seal Breaches in the Iliac Bay Region: 5 / 9

BREACH 7

- Region: Alik'r



- Location: On the cliff directly north of Salas En in the southwest corner of Alik’r.


Time Breach
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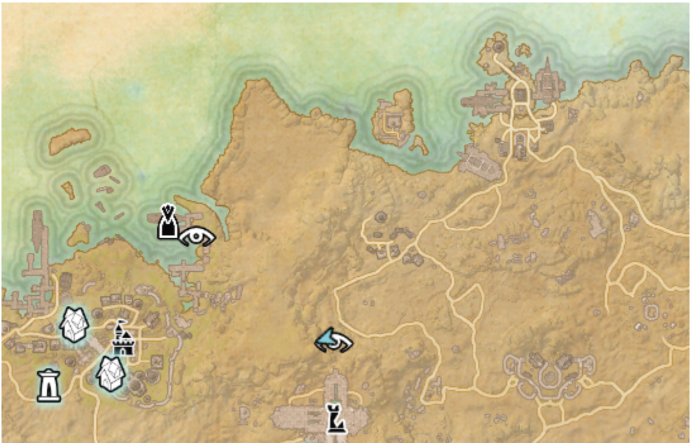
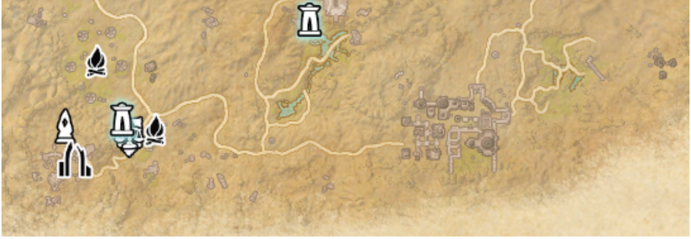
T Breaches On the Bay
Seal Breaches in the Iliac Bay Region: 6 / 9

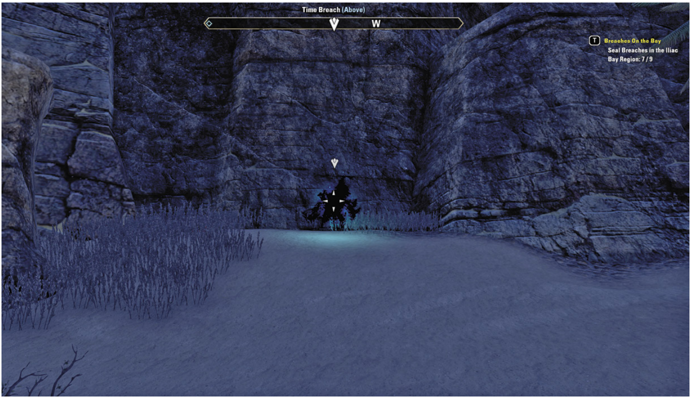
BREACH 8

- Region: Alik’r



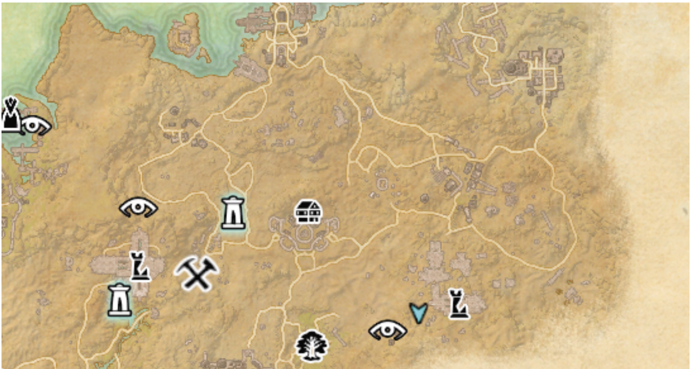


- Location: At the Easterly Aerie near the center of Alik'r.

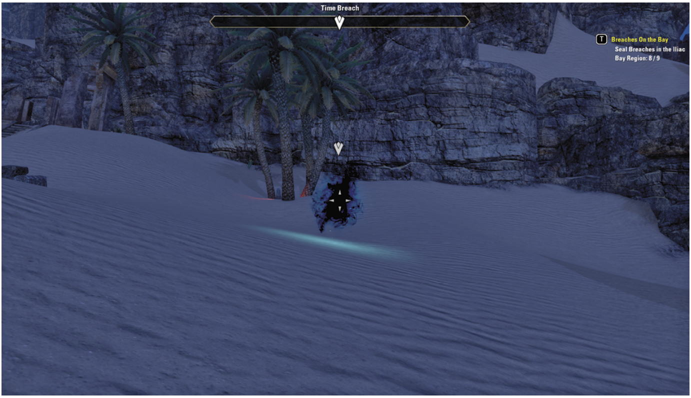

Time Breach (Above)
W
T Breaches On the Bay
Seal Breaches in the Iliac Bay Region: 7 / 9

BREACH 9

- Region: Alik'r



- Location: Between HoonDing's Watch and Ragnathar. It's technically in HoonDing's Watch, but your position on the map is going to be almost directly in the middle of the two locations.


Time Breach
T Breaches On the Bay
Seal Breaches in the Iliac Bay Region: 8 / 9

TALK TO JOSAJEH

After finding your last breach, return to Josajeh and speak with her to complete the quest.

BREACHES OF FROST AND FIRE

- Location: Artaeum, Ceporah Tower
- Quest-giver: Josajeh

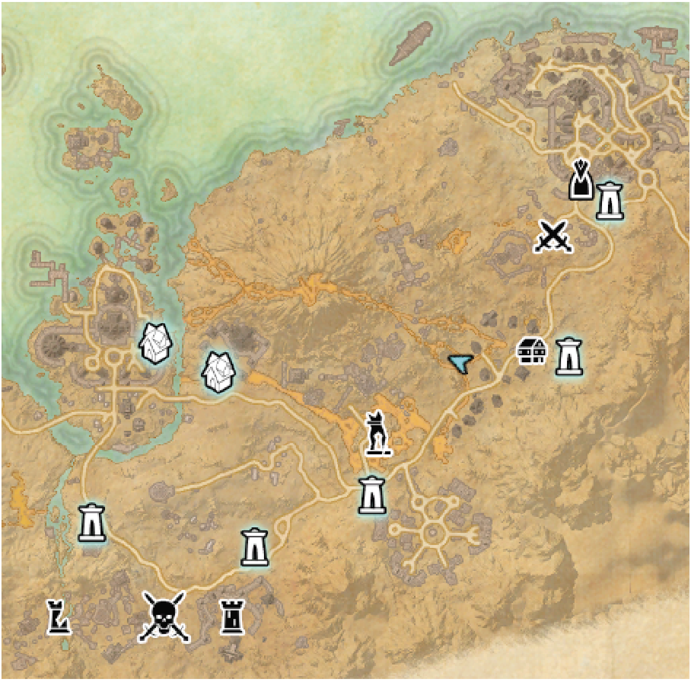
Description: You'll have more breaches to close, and this time you'll be heading to Morrowind and Skyrim. Use the wayshrine in Stonefalls to get started; you can warp there without having visited it first.

Before you go, note that this quest takes you through the Rift, which requires a long journey to reach if you're a newer player.

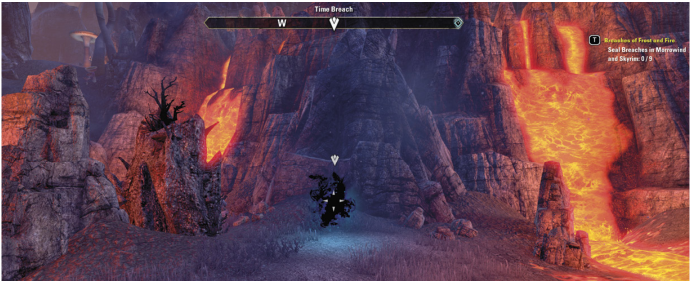
For those wanting to make the trip, start from an unlocked Wayshrine in Davon's Watch and walk west, then north, into the Rift.

BREACH 1

- Region: Stonefalls



- Location: West of the Senie wayshrine in the horseshoe-shaped portion of the lava river.


Time Breach
W
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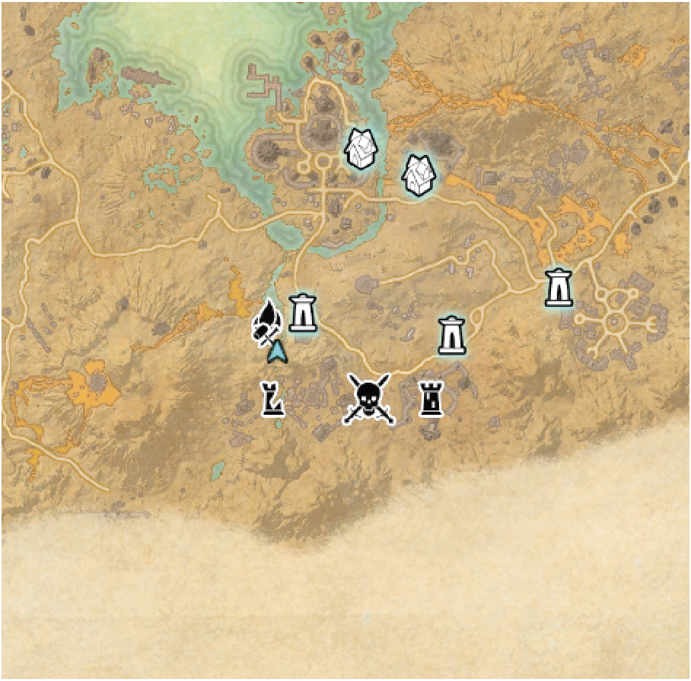
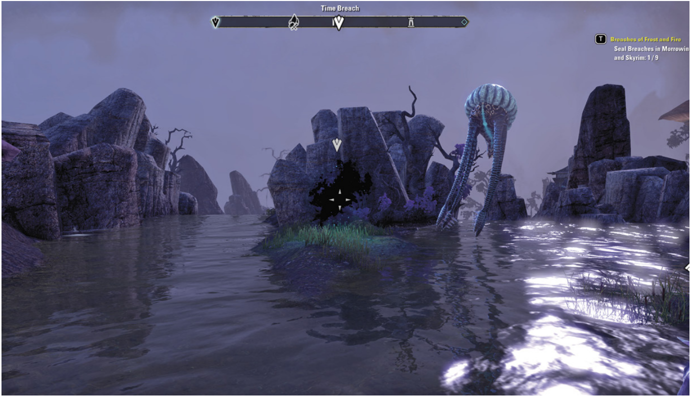
Breaches of Frost and Fire
Seal Breaches in Morrowind and Skyrim: 0 / 9

BREACH 2

- Region: Stonefalls



- Location: Slightly southwest of the Brothers of Strife wayshrine near the dead center of the map.


Time Breach
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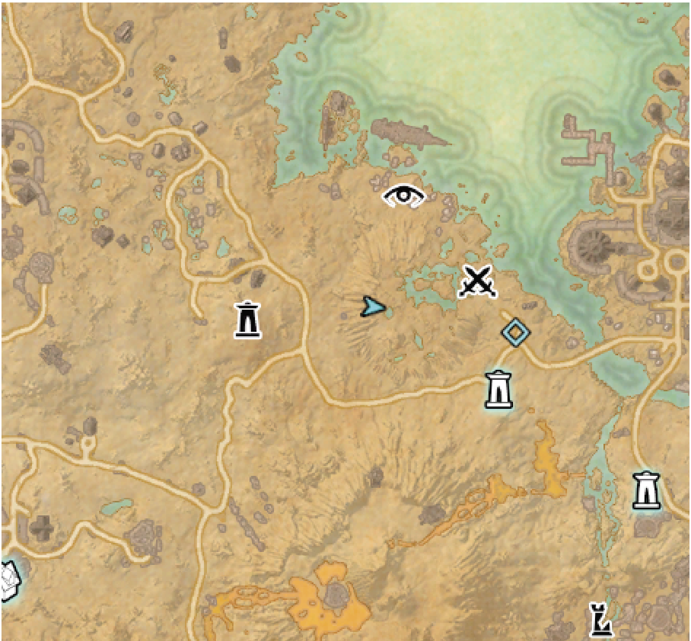
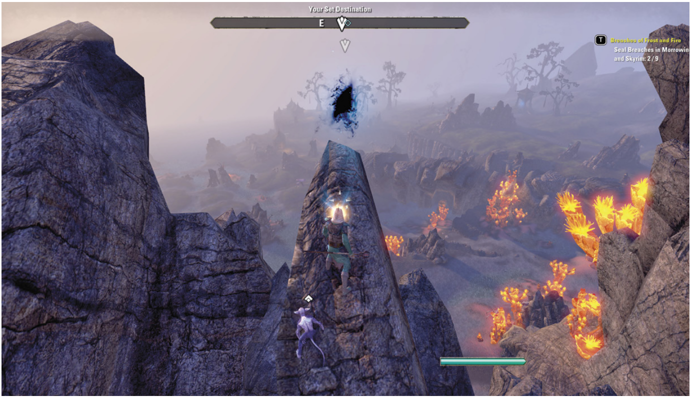
Breaches of Frost and Fire
Seal Breaches in Morrowin
and Skyrim: 1 / 9

BREACH 3

- Region: Stonefalls



- Location: East of the Sulfur Pools wayshrine atop the dome-shaped rocks surrounding Vivec's Antlers.


Your Set Destination
E
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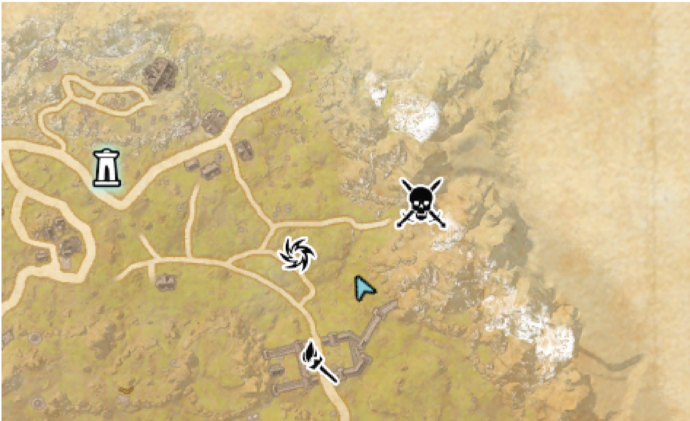
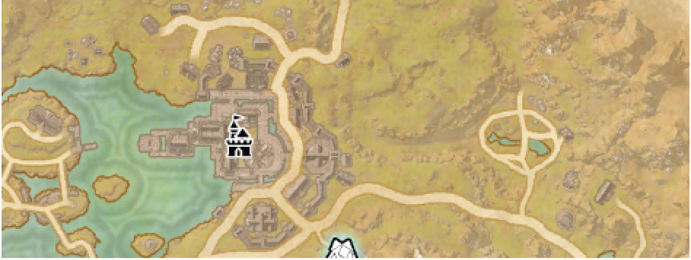
Breaches of Frost and Fire
Seal Breaches in Morrowin
and Skyrim: 2 / 9

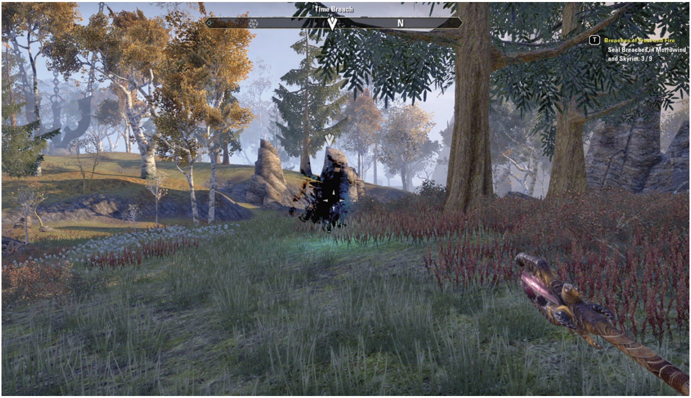
BREACH 4

- Region: The Rift





- Location: Northeast of Fort Greenwall. You'll have to go through the Fort Greenwall delve to reach it. Watch out for the nearby giant once you're there.


Time Breach
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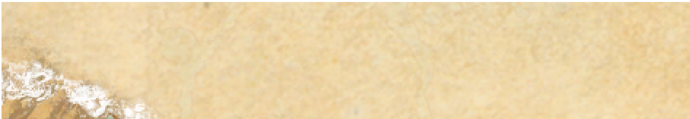
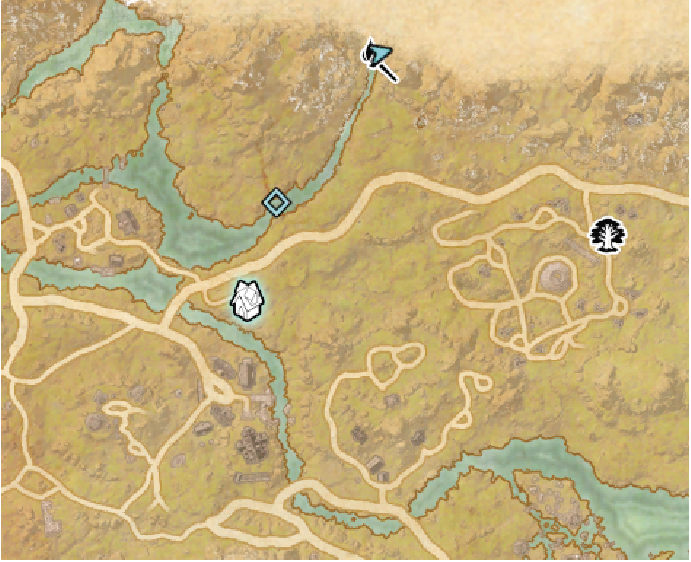
T Breaches of Frost and Fire
Seal Breaches in Morrowind and Skyrim: 3 / 9

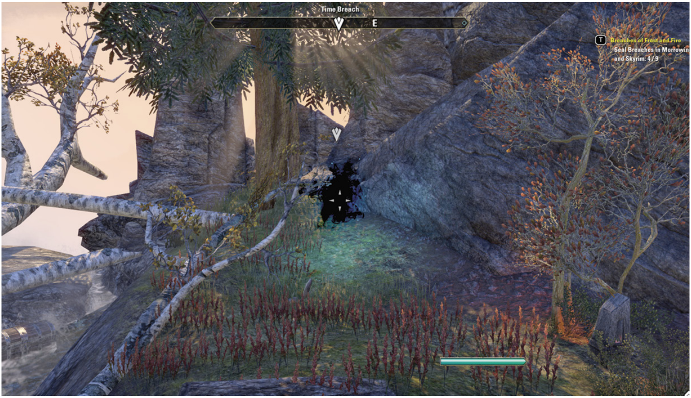
BREACH 5

- Region: The Rift





- Location: To the left of the Snapleg Cave delve entrance on the northwestern edge of the map.


Time Breach
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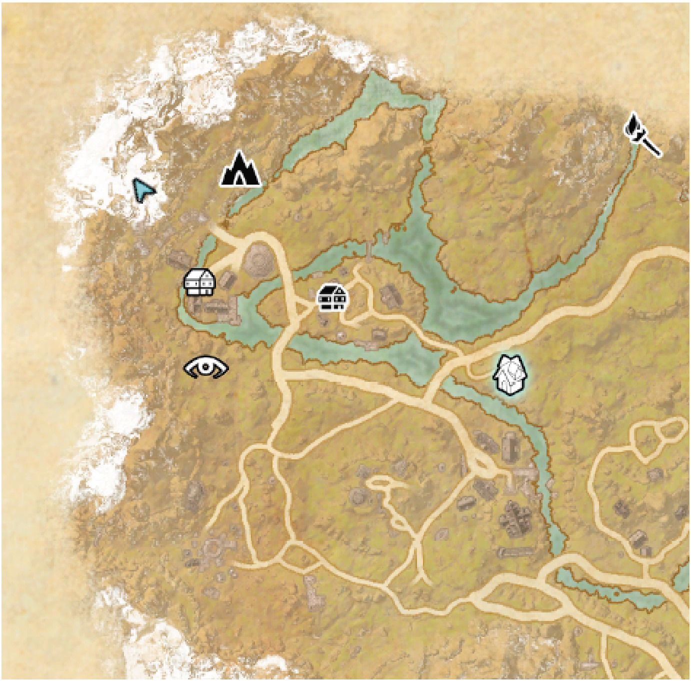
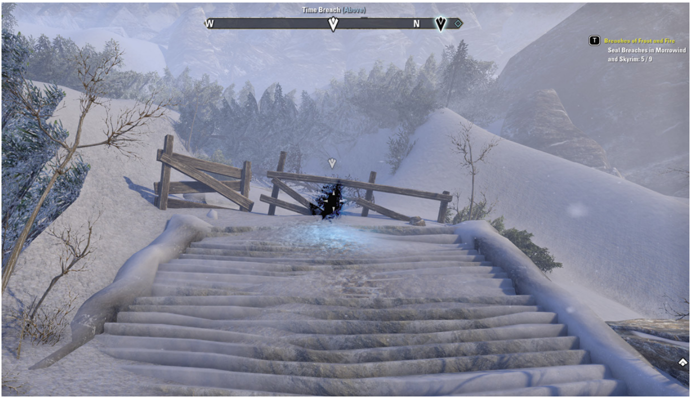
Breaches of Frost and Fire
Seal Breaches in Morrowin
and Skyrim: 4 / 9

BREACH 6

- Region: The Rift



- Location: West of Pinepeak Cavern, up the troll-covered trail to the start of the snowy mountains in the northwest corner of the Rift.


Time Breach (Above)
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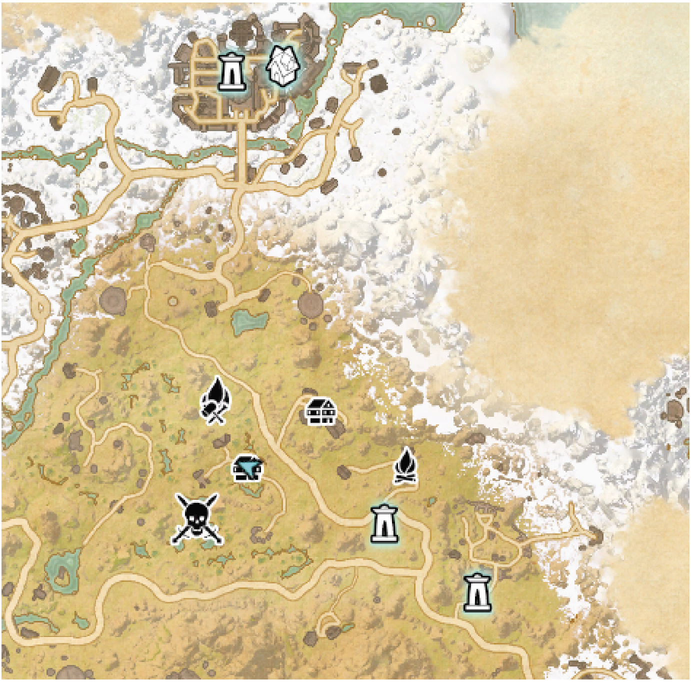
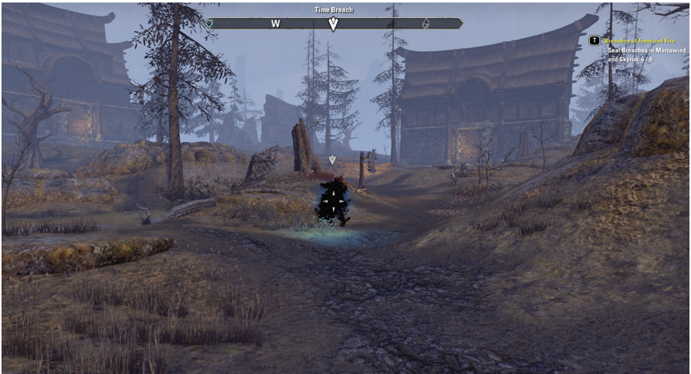
Breaches of Frost and Fire
Seal Breaches in Morrowind and Skyrim: 5 / 9

BREACH 7

- Region: Eastmarch



- Location: In the center of Wittestadr in the center of the region.


Time Breach
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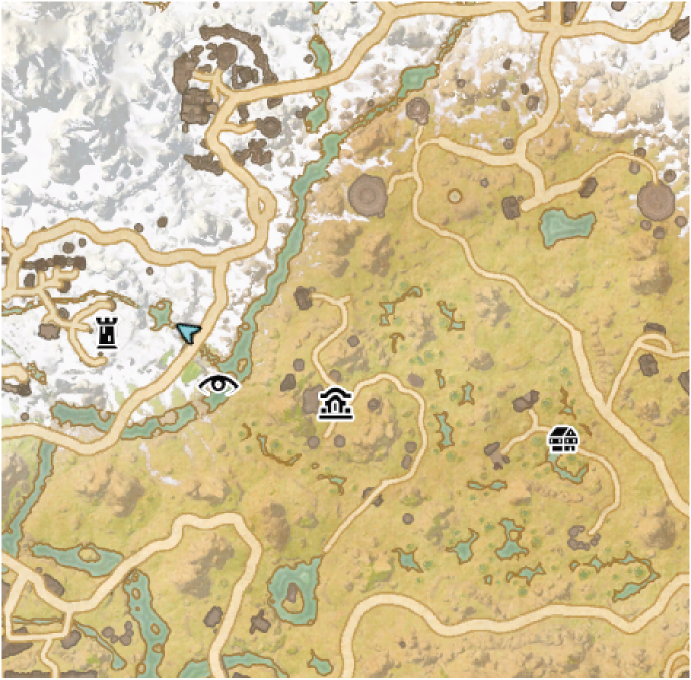
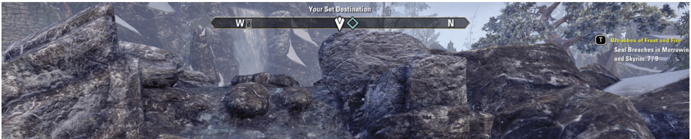
Breaches of Frost and Fire
Seal Breaches in Morrowind and Skyrim: 6 / 9

BREACH 8

- Region: Eastmarch



- Location: East of Cradlecrush on the region’s west side. In the brook next to the bridge.


Your Set Destination
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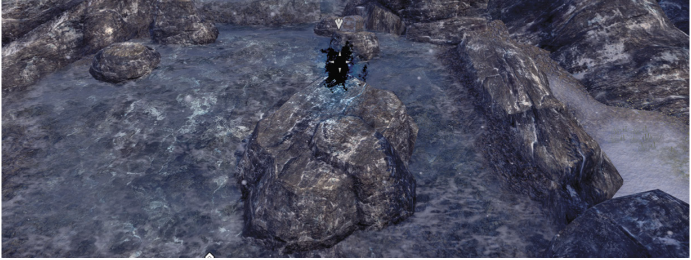
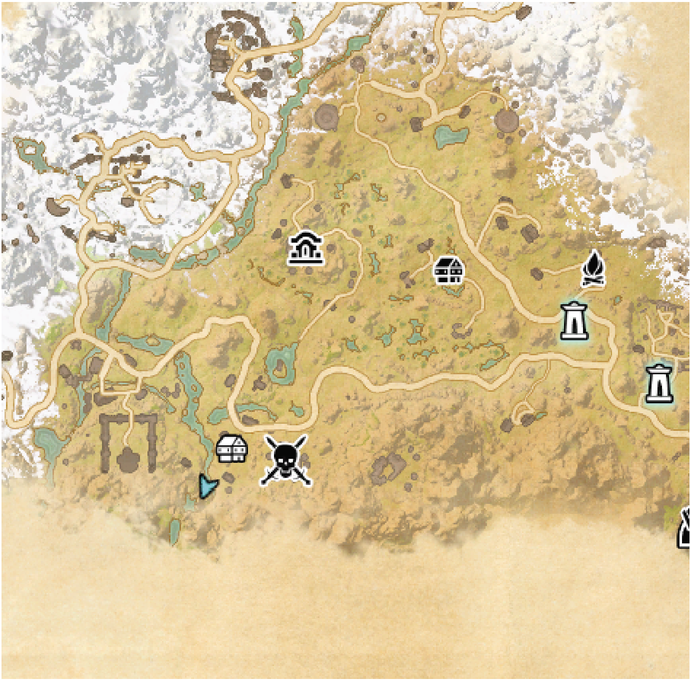
Breaches of Frost and Fire
Seal Breaches in Morrowin
and Skyrim: 7 / 9

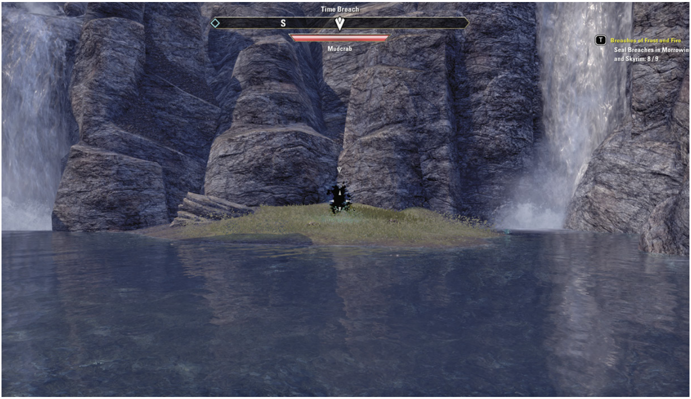


BREACH 9

- Region: Eastmarch



- Location: Follow the river that is west of Darkwater Crossing south until it ends.


Time Breach
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Breaches of Frost and Fire
Seal Breaches in Morrowin
and Skyrim: 8 / 9

RETURN TO LOREMASTER CELARUS

After you seal all of the breaches, return to the Loremaster to complete the quest.

THE SHATTERED STAFF

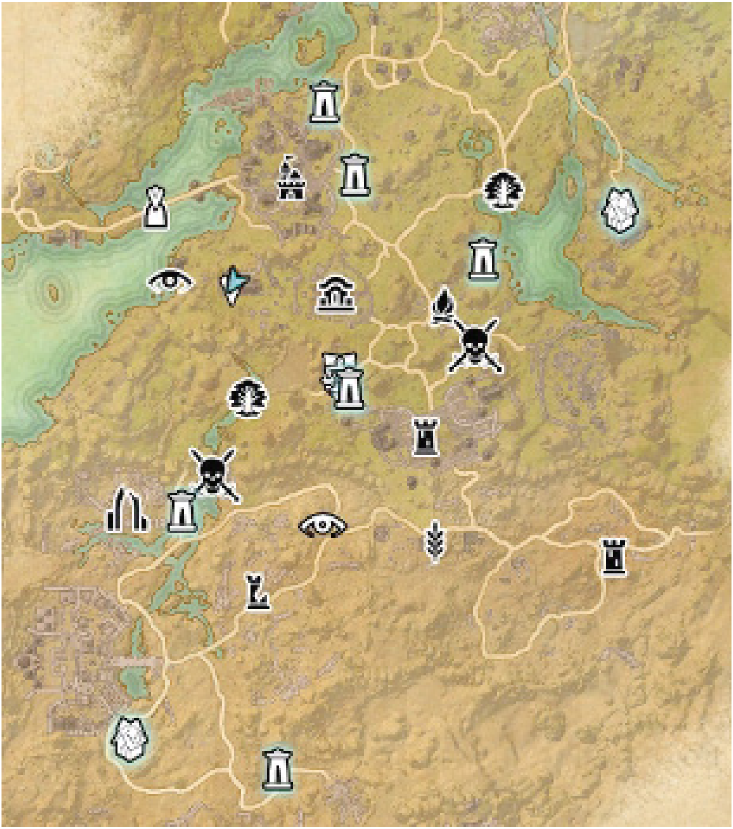
- Location: Artaeum, Ceporah Tower
- Quest-giver: Loremaster Celarus

Description: You've sealed enough breaches for the time being. Word is fragments from the Staff of Towers have been found. The staff is incredibly powerful and cannot fall into the wrong hands. Travel from region to region collecting pieces of the Staff of Towers.

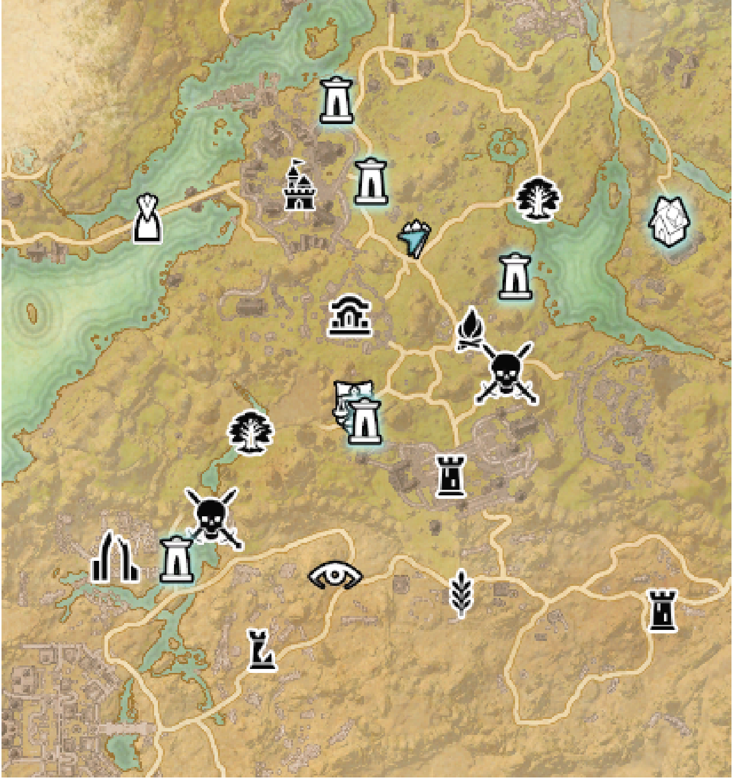
SPEAK WITH JOSAJEH

After speaking with Loremaster Celarus, talk with Josajeh. She doesn't like the idea of grabbing the pieces of such a powerful relic, only to lock it away in the Psijic Relic Vaults. She'll ask if you agree with her. Feel free to answer honestly; your answer won't change the course of the quest.

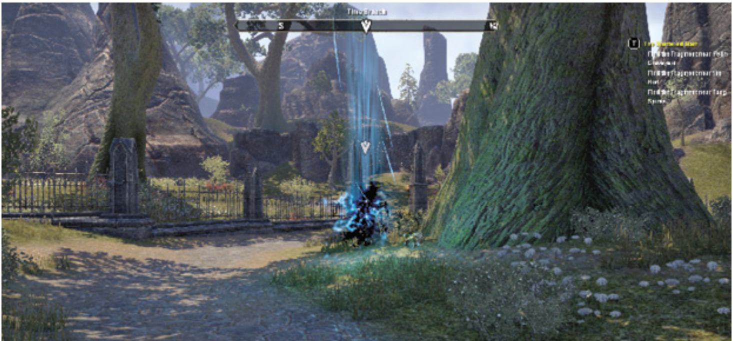
FIND THE FRAGMENT NEAR PELIN GRAVEYARD



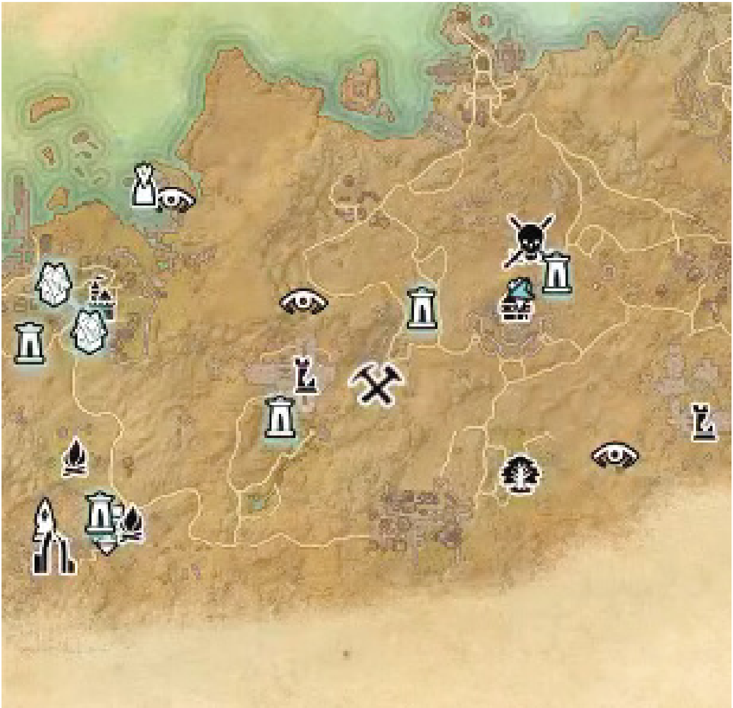
The fragment near Pelin Graveyard is in Bangkorai. Use the Eastern Evermore wayshrine east of Evermore to get there fast.



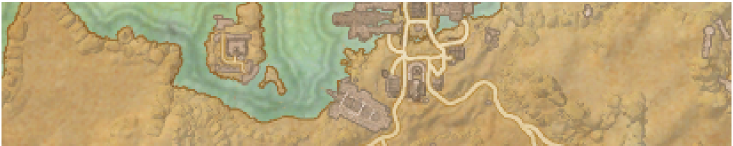
When you arrive, follow the direction of the light beams emitted from the clouds until you reach a patch of dense earth.

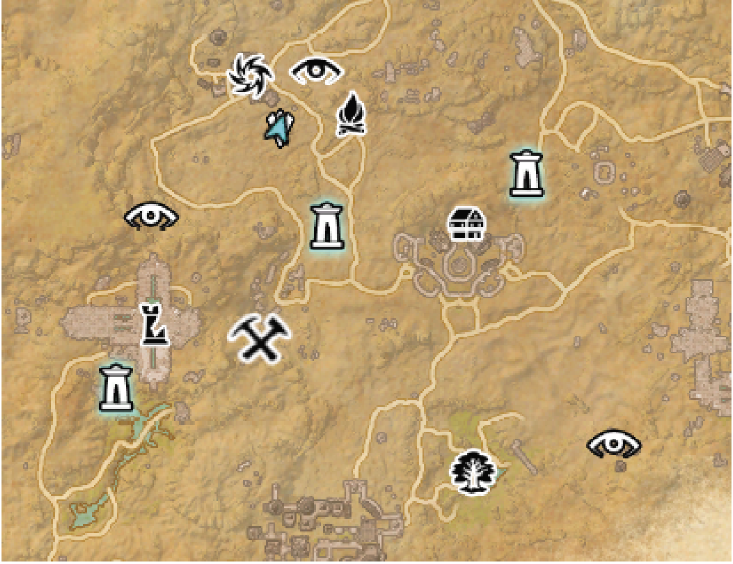


FIND THE FRAGMENT NEAR LEKI'S BLADE

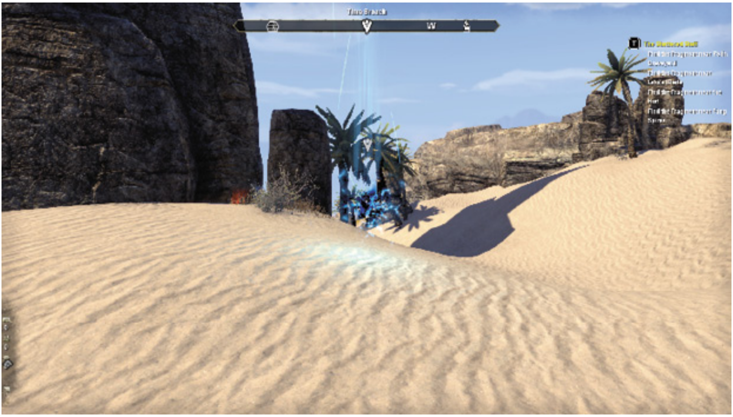


The fragment near Leki's Blade is in Alik'r Desert, east of the Kulati Mines wayshrine near the center of the region.

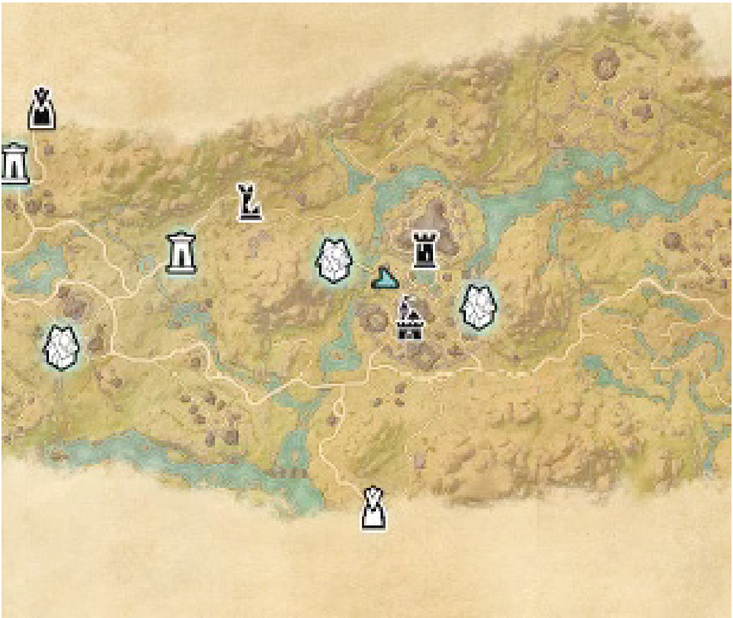




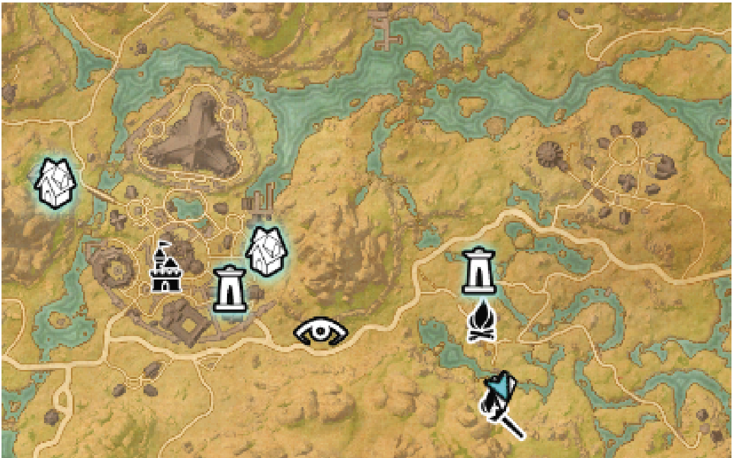
Once you reach the fragment’s mark on the map, follow the direction of the light beams emitted from the clouds until you reach a patch of dense earth.



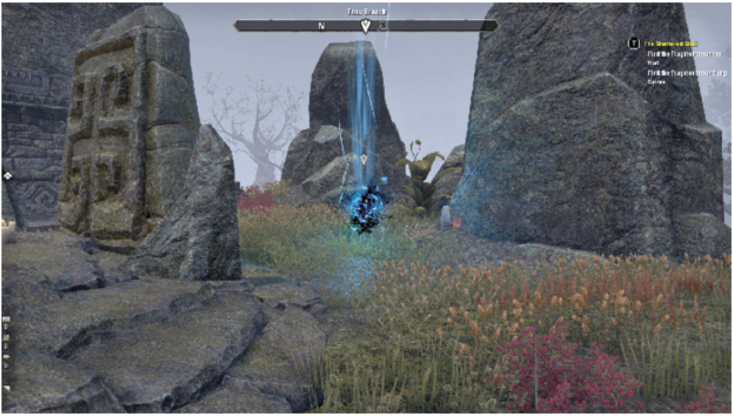
FIND THE FRAGMENT NEAR THE HIST TREE



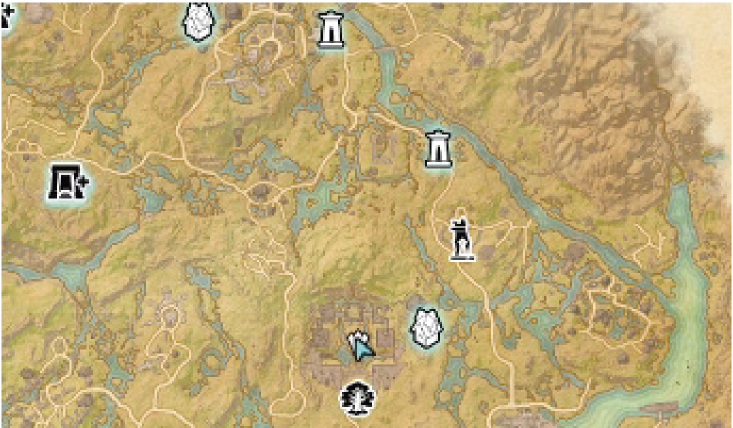
In Deshaan. You can use a wayshrine to enter Stonefalls, then head south to reach this region. Follow the main road through Deshaan, then follow the smaller road southeast to reach the fragment with ease.

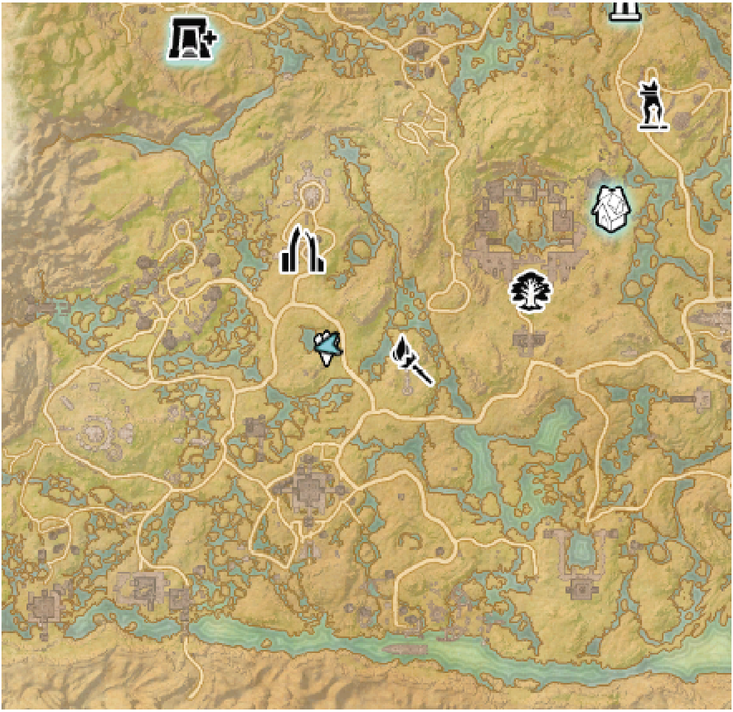


Follow the direction of the light beams emitted from the clouds until you reach a patch of dense earth.


Time Breach
N

FIND THE FRAGMENT NEAR FANG SPIRES





Head south from Deshaan to reach Shadowfen, which is where you'll find your next fragment. The trip there is simple. Just head toward the waypoint and you should have little trouble reaching it.

TALK TO LOREMASTER CELARUS

When all four fragments are in your possession, head back to Loremaster Celarus to complete the quest.

A BREACH AMIDST THE TREES

- Location: Artaeum, Ceporah Tower
- Quest-giver: Loremaster Celarus

Description: Josajeh is none too pleased about having the staff's fragments taken and stored by the Loremaster, but there are still breaches in need of closing and you're the only one crazy enough to do it. This time you'll be heading to Malabal Tor, Greenshade, and Grahtwood. Back to work!

SEAL NINE BREACHES IN VALENWOOD

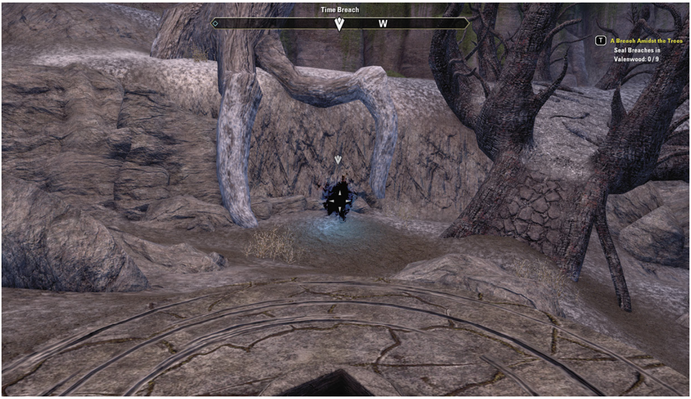
Look at your Psijic Map to start the quest. This time the marks and map show the area of Valenwood as your next destination. It's best to begin your journey from the Malabal Tor, Greenshade, or Grahtwood wayshrines. If you have access to it (via the Thieves Guild DLC), you can warp to the Anvil wayshrine in Gold Coast, then take the boat in Anvil's docks to Vulkhel Guard. From there, speak to Selandilwen (in the center of the docks). Ask her to take you somewhere within the Aldmeri Dominion and she'll give you the option to go to Grahtwood.

BREACH 1

- Region: Grahtwood
- Location: East of Elden Root and west of Ossuary of Telacar

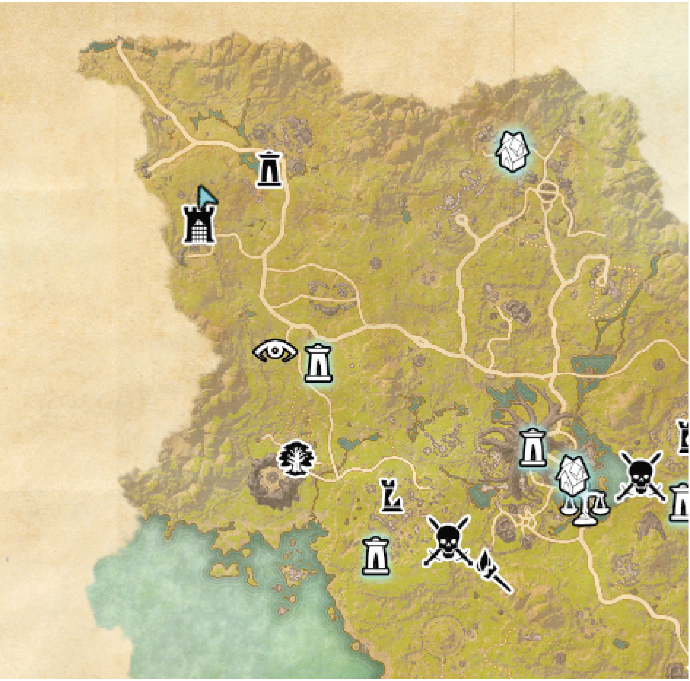
BREACH 2

- Region: Grahtwood
- Location: West of Eldin Root, inside Gil-Var-Delle

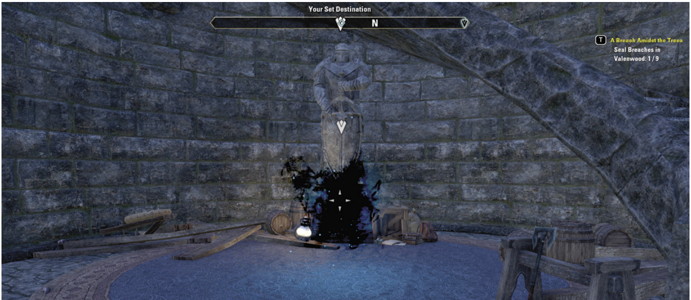

Time Breach
W
T A Breach Amidst the Trees
Seal Breaches in Valenwood: 0 / 9

BREACH 3

- Region: Grahtwood



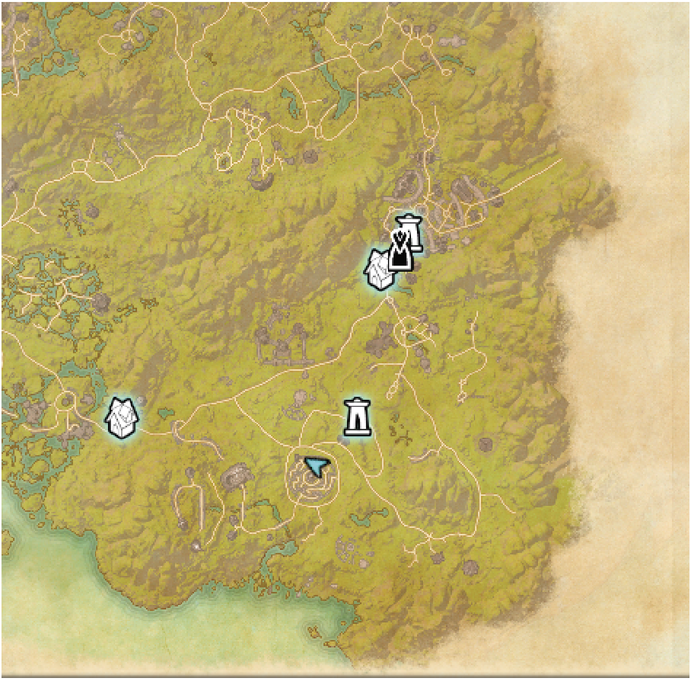
- Location: Northwest of Eldin Root, in the Ruined Tower north of Reman’s Bluff


Your Set Destination
N
T A Breach Amidst the Trees
Seal Breaches in Valenwood: 1 / 9

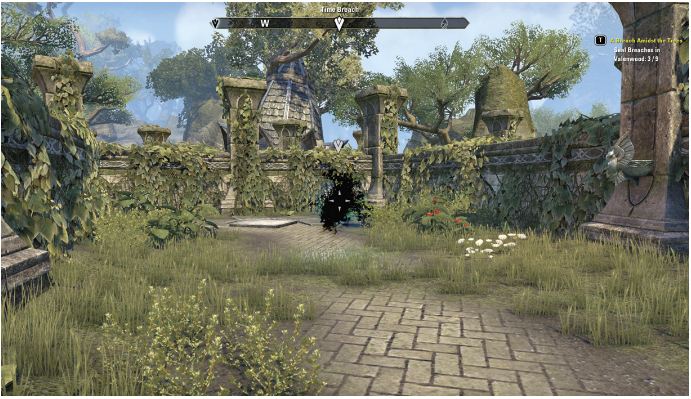
Head northwest to continue on to either Greenshade or Malabal Tor.

BREACH 4

- Region: Greenshade

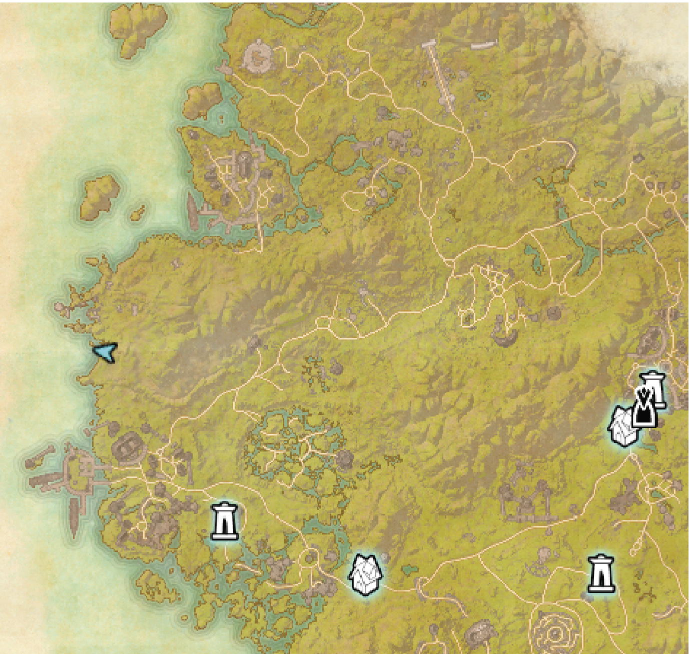


- Location: Southwest of Marbruk inside Labyrinth

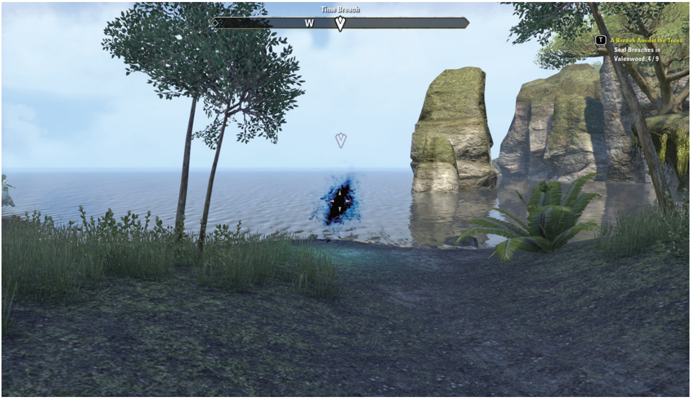

Time Breach
W
A Breach Amidst the Trees
Seal Breaches in Valenwood: 3 / 9

BREACH 5

- Region: Greenshade

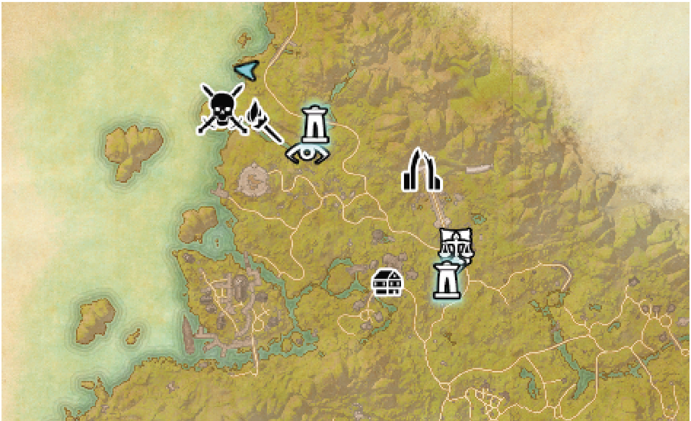


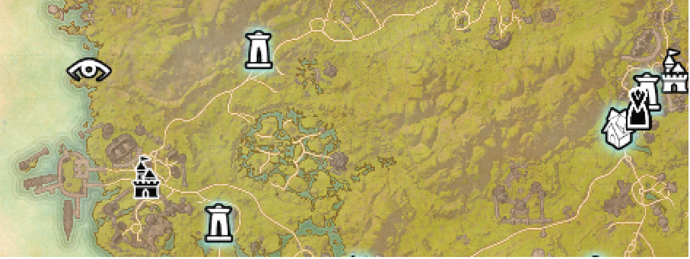
- Location: On the far west side of Greenshade in Fisherman's Rest. Once you've sealed the breach, teleport to the nearest wayshrine and continue your quest.


Time Breach
W
T
A Breach Amidst the Trees
Seal Breaches in Valenwood: 4 / 9

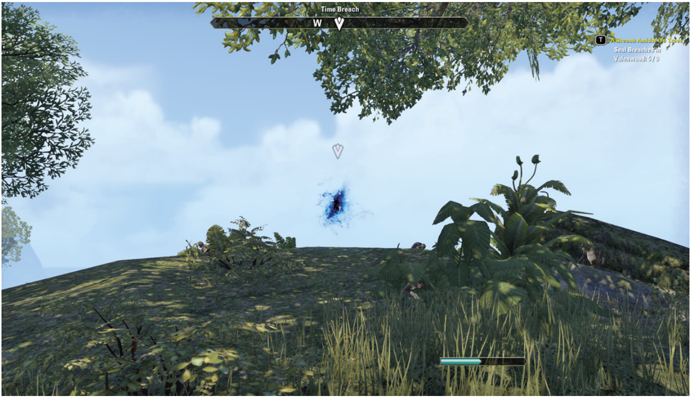
BREACH 6

- Region: Greenshade





- Location: In the far northwest corner of Greenshade


Time Breach
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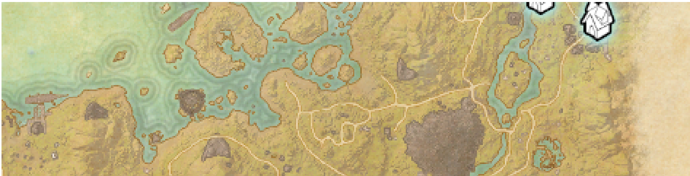
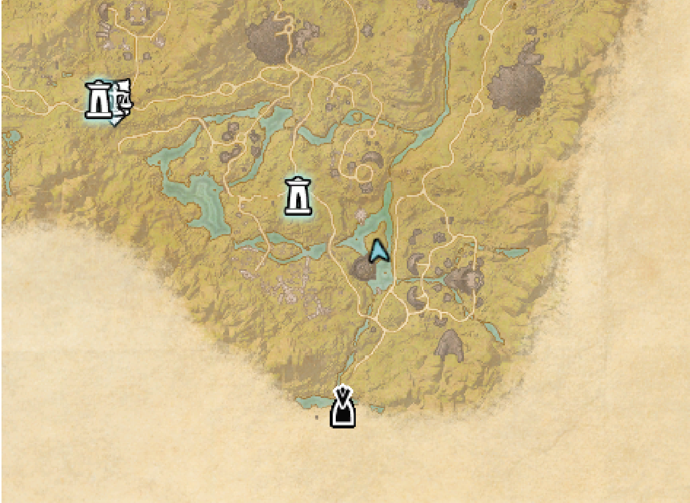
A Breach Amidst the Trees
Seal Breaches in Valenwood: 5 / 9

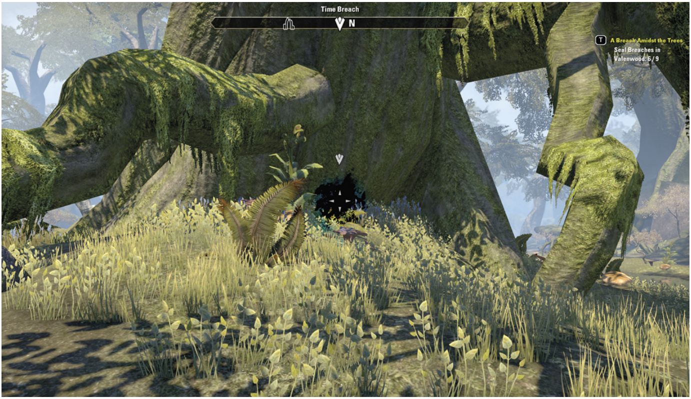
BREACH 7

- Region: Malabal Tor





- Location: North of the Xylo River Basin Dolmen on the south side of Malabal Tor; it's at the base of a giant tree in the middle of the Xylo River.


Time Breach
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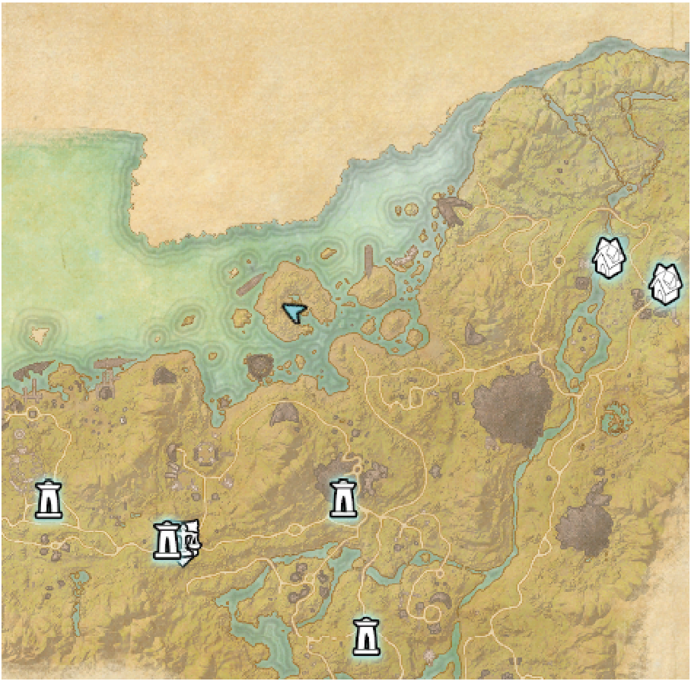
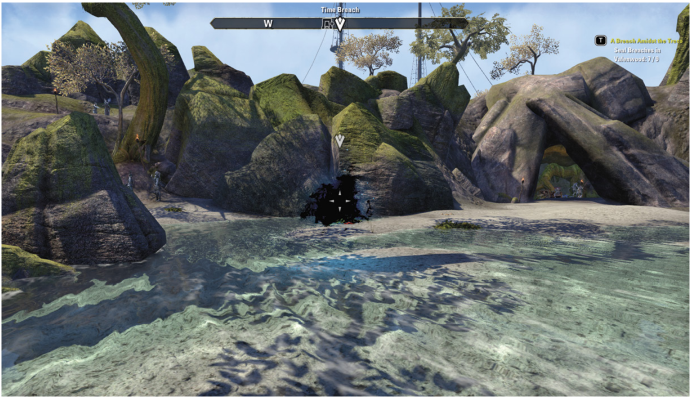
A Breach Amidst the Trees
Seal Breaches in Valenwood: 6 / 9

BREACH 8

- Region: Malabal Tor

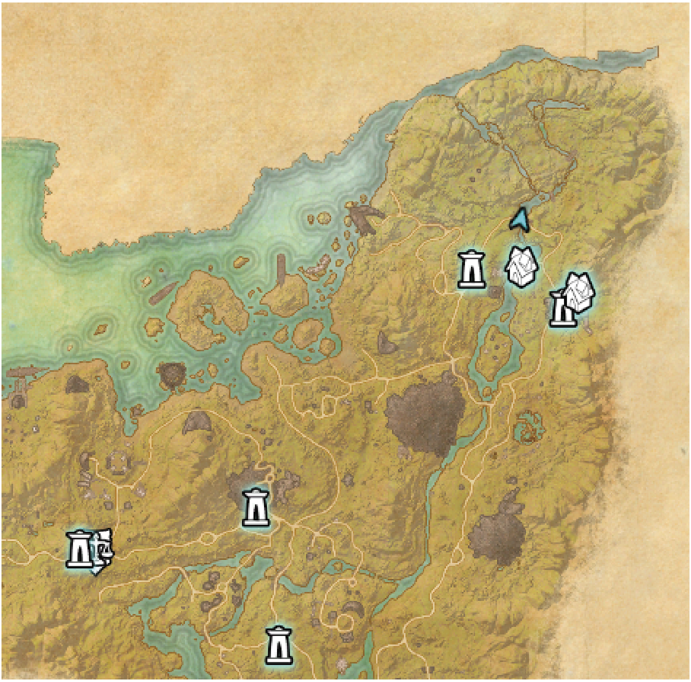


- Location: In the center of Horseshoe Island on the northern side of Malabal Tor.

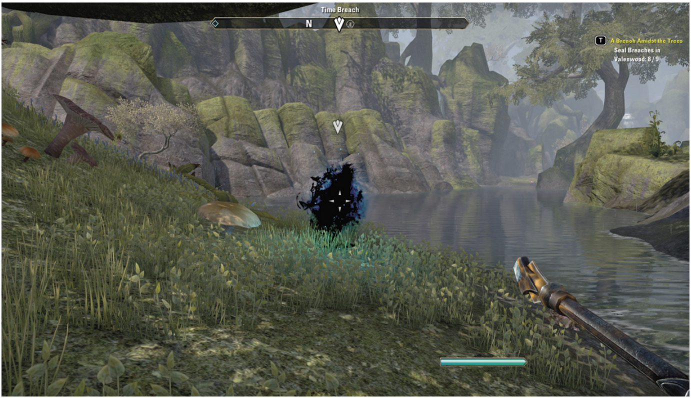

Time Breach
W
A Breach Amidst the Trees
Seal Breaches in Valenwood: 7 / 9

BREACH 9

- Region: Malabal Tor



- Location: On the northeast corner of Malabal Tor, just north of the Black Vine Ruins Delve.


Time Breach
N
T
A Breach Amidst the Trees
Seal Breaches in Valenwood: 8 / 9

TALK TO JOSAJEH

After sealing all nine breaches, return to Josajeh. She'll apologize for being so difficult. A dialogue choice appears; select either option without fear of changing the reward for the quest.

Speaking of which, once you finish the conversation, the quest closes.

A TIME FOR MUD AND MUSHROOMS

- Location: Artaeum, Ceporah Tower
- Quest-giver: Josajeh

Description: The scryers have nearly found the other half of the staff, but they're going to need more Psijic Seals placed on breaches before they can find the exact location. This time you'll be searching the swampy marshes of Shadowfen and Deshaan, so strap on some high boots and get going!

TALK TO LOREMASTER CELARUS

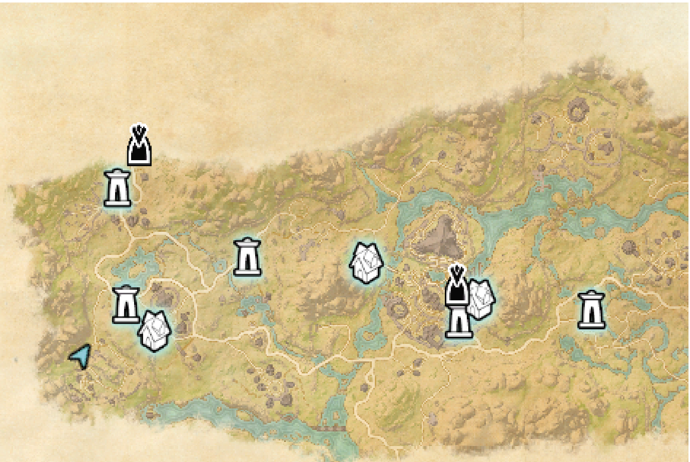
Examine the Psijic Map.

SEAL NINE BREACHES NORTH OF BLACK MARSH

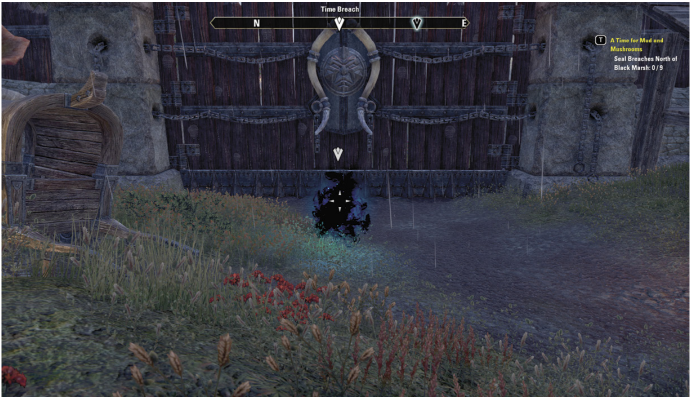
You visited Shadowfen and Deshaan while searching for the first four shards of the staff, so getting there should be as easy as teleporting to a wayshrine. We'll start in Deshaan and work our way down, but feel free to follow in whatever order you choose.

BREACH 1

- Region: Deshaan



- Location: On the east side of Malak’s Maw in the southwest corner of Deshaan. Follow the path encircling Malak’s Maw clockwise to get behind the front gate and reach the breach.


Time Breach
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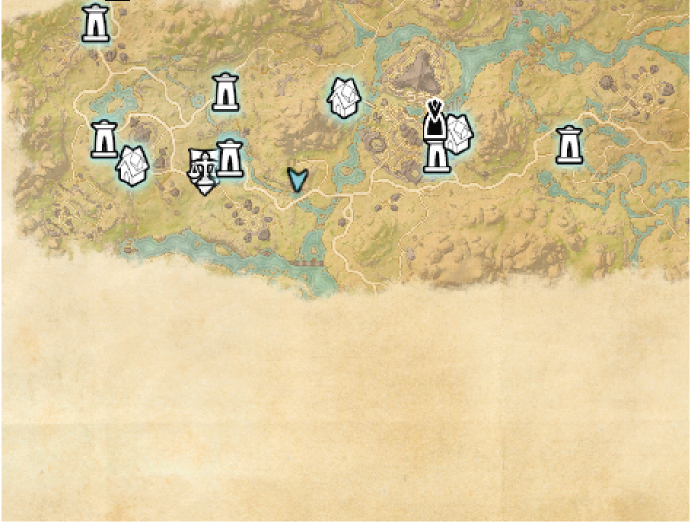
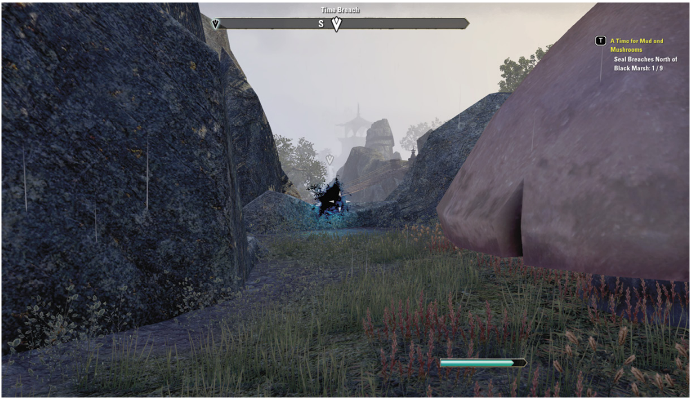
E
T
A Time for Mud and Mushrooms
Seal Breaches North of Black Marsh: 0 / 9

BREACH 2

- Region: Deshaan

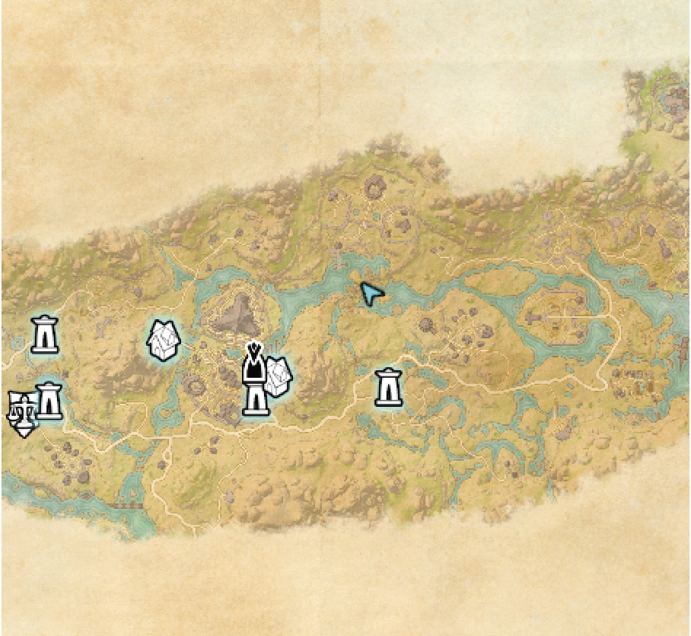


- Location: South of Bthanual just west of the center of Deshaan.

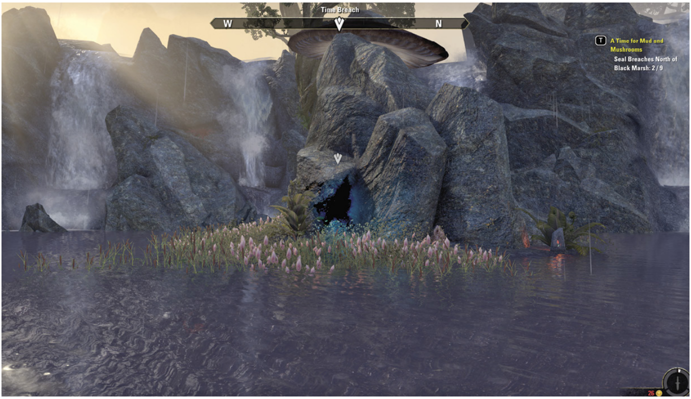

Time Breach
S
T A Time for Mud and Mushrooms
Seal Breaches North of Black Marsh: 1 / 9

BREACH 3

- Region: Deshaan

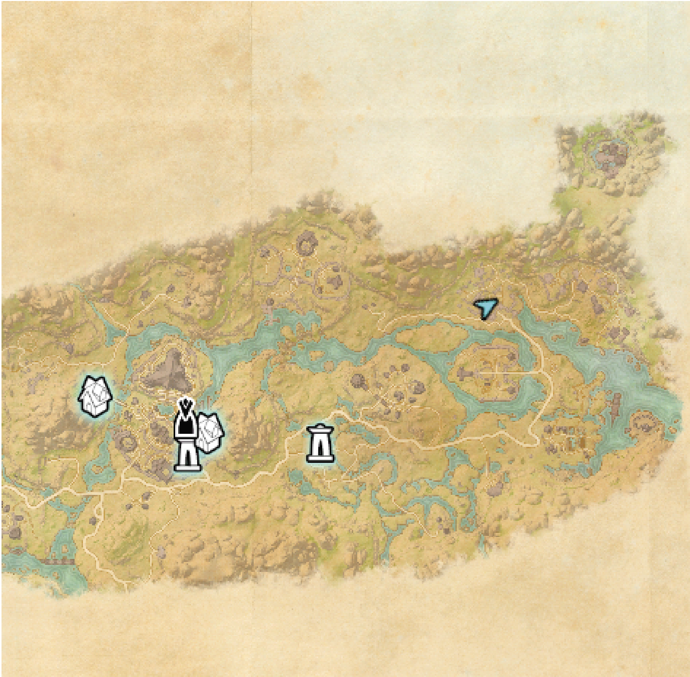


- Location: Northeast of the center of Deshaan just north of the Dire Bramblepatch.

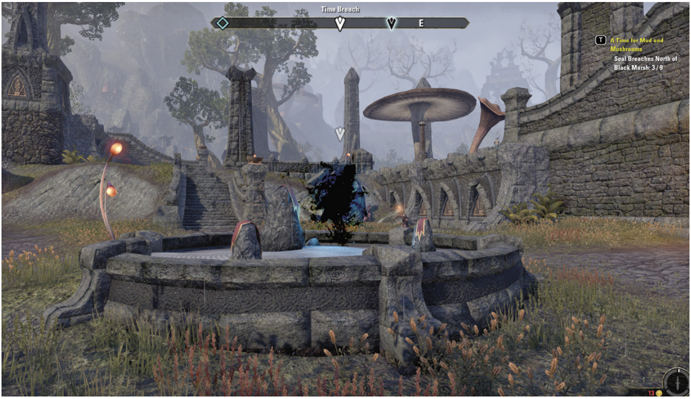

Time Breach
W
N
T
A Time for Mud and Mushrooms
Seal Breaches North of Black Marsh: 2 / 9
26

BREACH 4

- Region: Deshaan

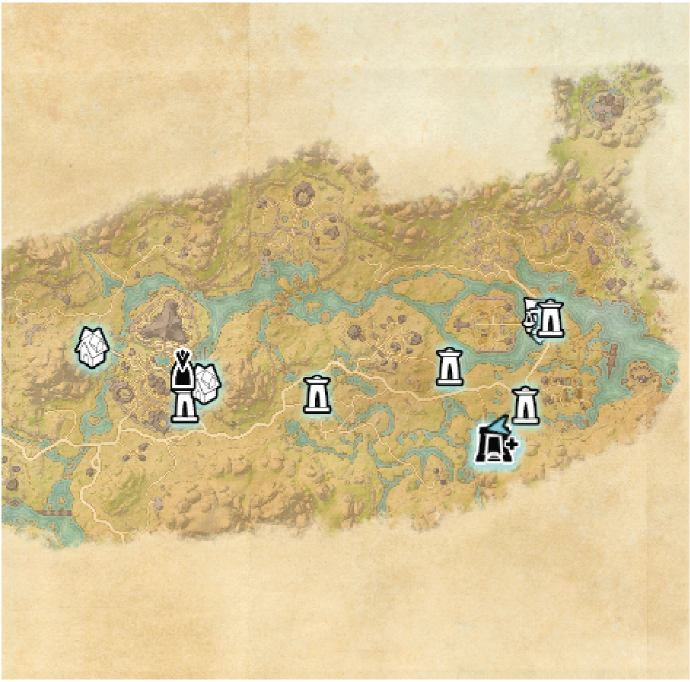


- Location: On the west side of the Shrine of Saint Veloth near the northeast corner of the map.

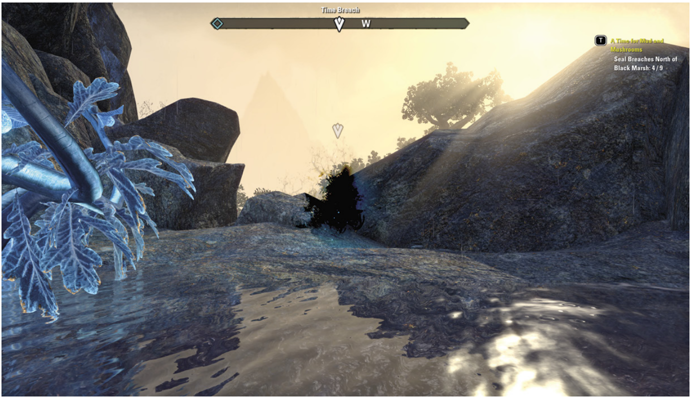

Time Breach
E
T
A Time for Mud and Mushrooms
Seal Breaches North of Black Marsh: 3 / 9
13

BREACH 5

- Region: Deshaan

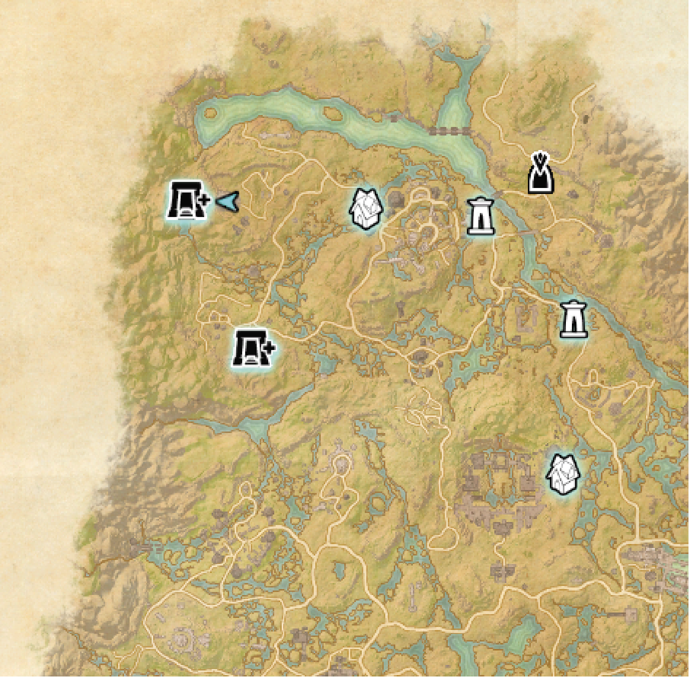


- Location: In the southeast corner of Deshaan slightly northeast of the Darkshade Caverns I Dungeon.

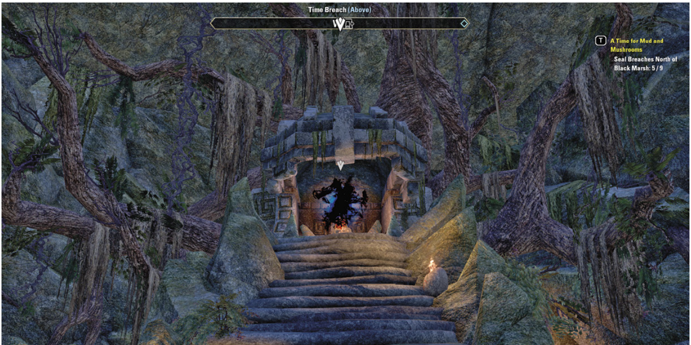

Time Breach
W
T
A Time for Mud and Mushrooms
Seal Breaches North of Black Marsh: 4 / 9

BREACH 6

- Region: Shadowfen

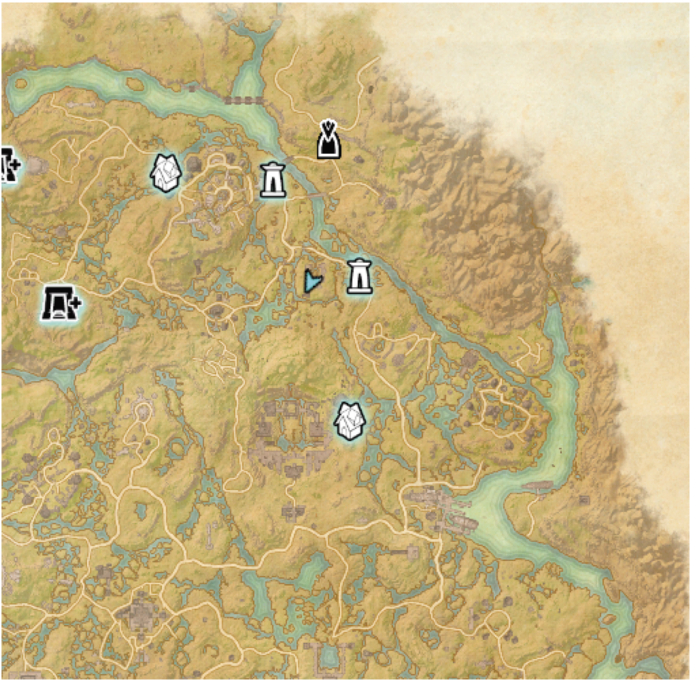


- Location: In the northwest corner of Shadowfen just east of Ruins of Mazzatun Dungeon.

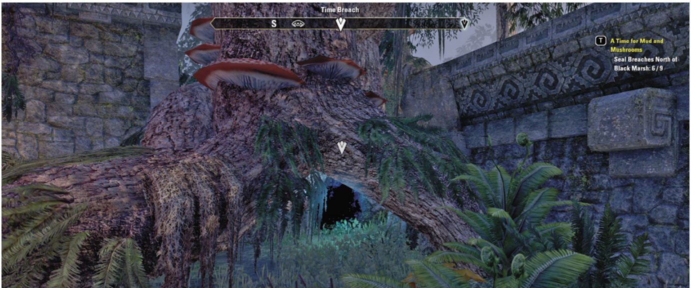

Time Breach (Above)
T A Time for Mud and Mushrooms
Seal Breaches North of Black Marsh: 5 / 9

BREACH 7

- Region: Shadowfen



- Location: Under a tree's roots in the southwest corner of Bogmother, north of Shadowfen's center.


Time Breach
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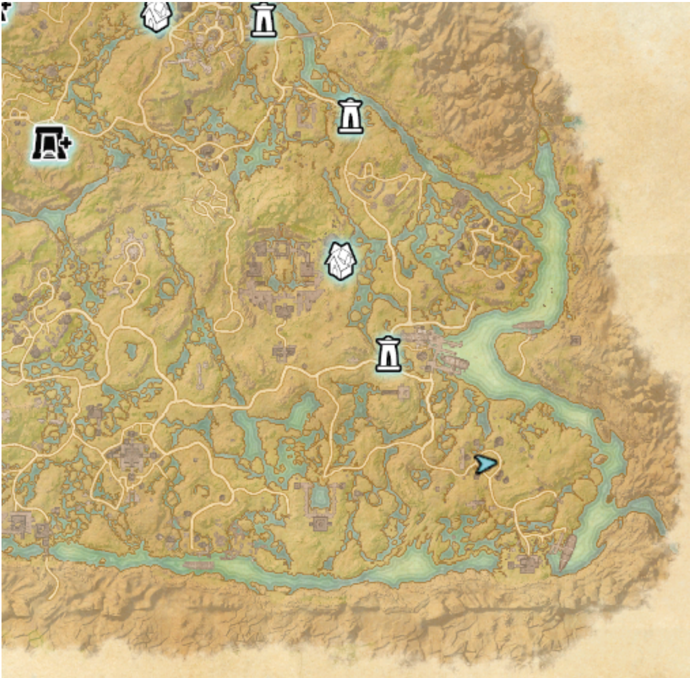
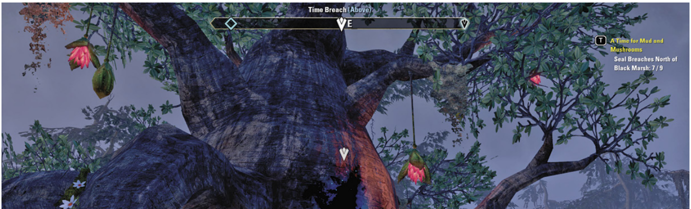
T
A Time for Mud and Mushrooms
Seal Breaches North of Black Marsh: 6 / 9

BREACH 8

- Region: Shadowfen

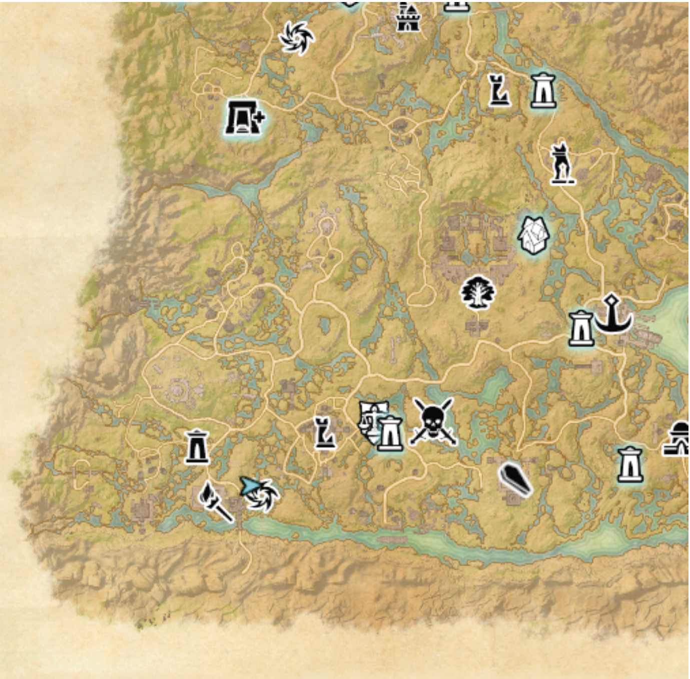


- Location: In the southeast corner of Shadowfen in the Percolating Mire.

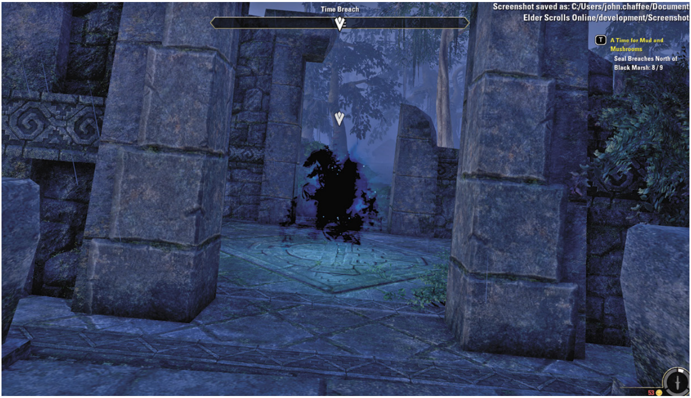

Time Breach (Above)
E
A Time for Mud and Mushrooms
Seal Breaches North of Black Marsh: 7 / 9

BREACH 9

- Region: Shadowfen



- Location: On the northwest side of the Venomous Fens Dolmen on the southwest corner of Shadowfen.


Time Breach
Screenshot saved as: C:/Users/john.chaffee/Document
Elder Scrolls Online/development/Screenshot
T
A Time for Mud and Mushrooms
Seal Breaches North of Black Marsh: 8 / 9
53

TALK TO JOSAJEH

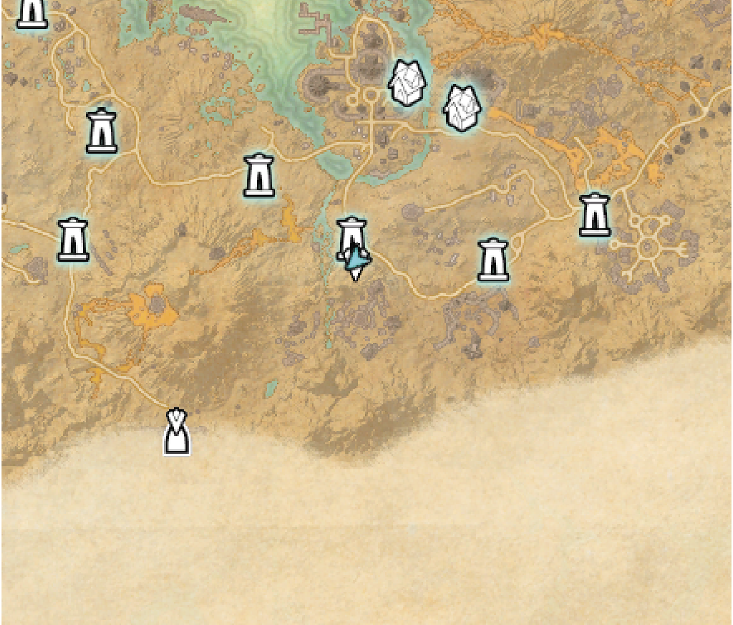
With all nine breaches good and sealed, head back to Artaeum. Speak with Josajeh, then talk to Loremaster Celarus to conclude the quest.

THE TOWERS' REMAINS

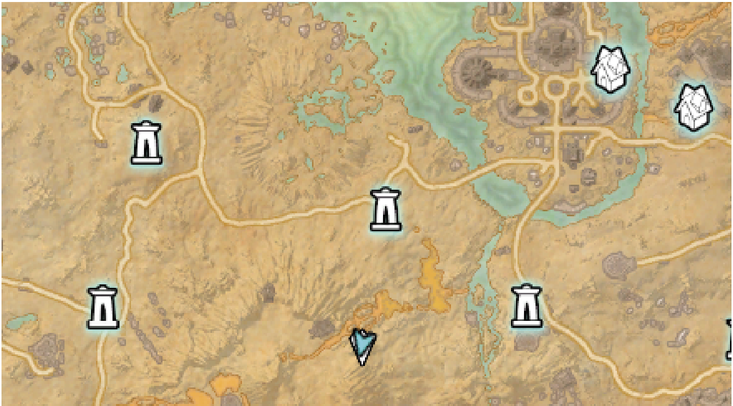
- Location: Artaeum, Ceporah Tower
- Quest-giver: Loremaster Celarus

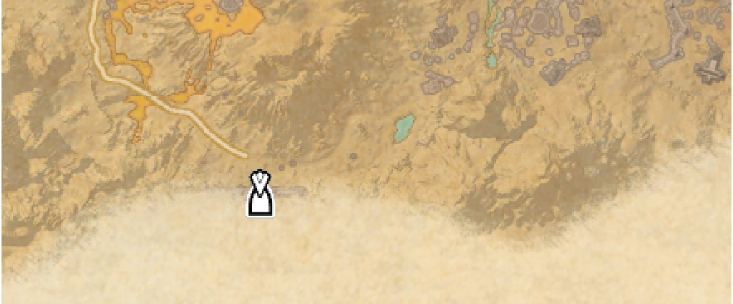
Description: All your hard work and breach hunting has paid off! The final staff shards have been found and are ready to be collected. You'll be heading to Stonefalls, Stormhaven, Greenshade, and Craglorn to find each piece. You've already been to all of these locations at this point—except for Craglorn, which is easily accessible from Bangkorai—so grabbing these shards will be quick and easy.

FIND THE FRAGMENT NEAR BROTHERS OF STRIFE IN STONEFALLS

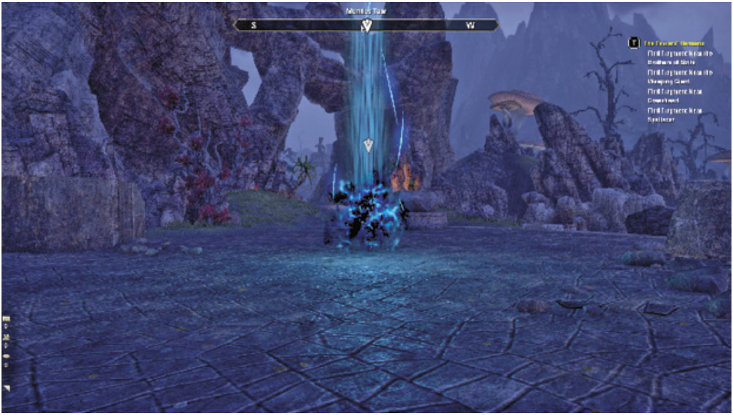


You'll find the Stonefalls Mundus Tear almost dead center of Stonefalls. You can use the Brothers of Strife wayshrine to reach it almost immediately.

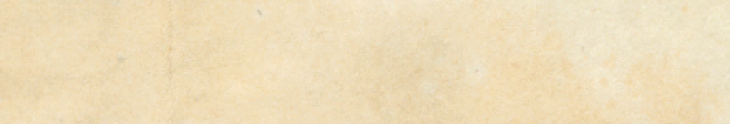


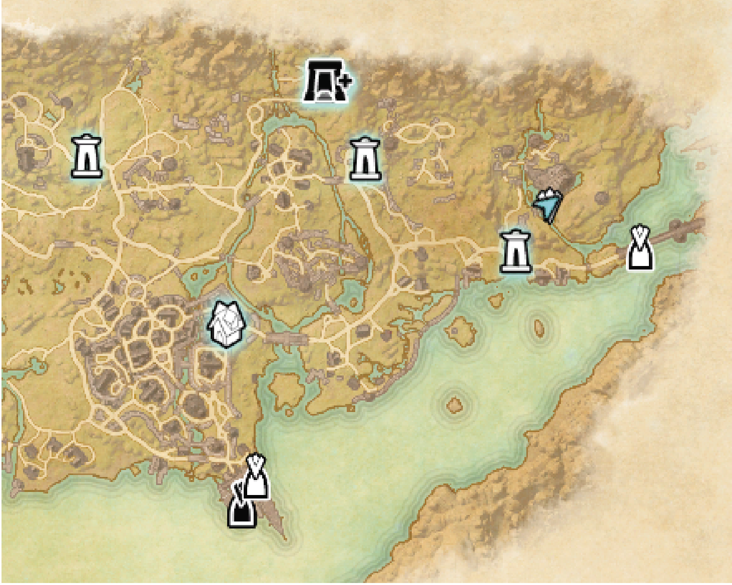


Once you approach the Mundus Tear, follow the clouds’ light beams to find the staff fragment.

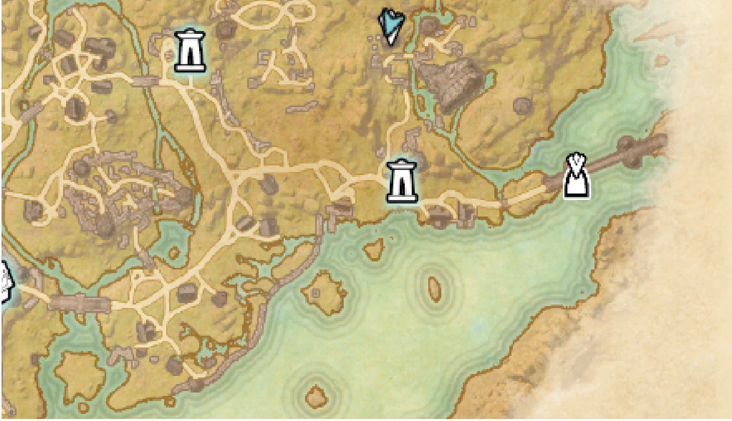

Mundus Tear
S
W

FIND THE FRAGMENT NEAR WEEPING GIANT IN STORMHAVEN

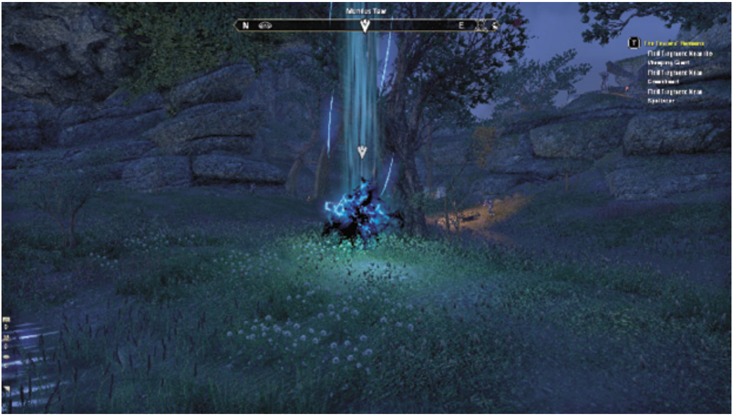




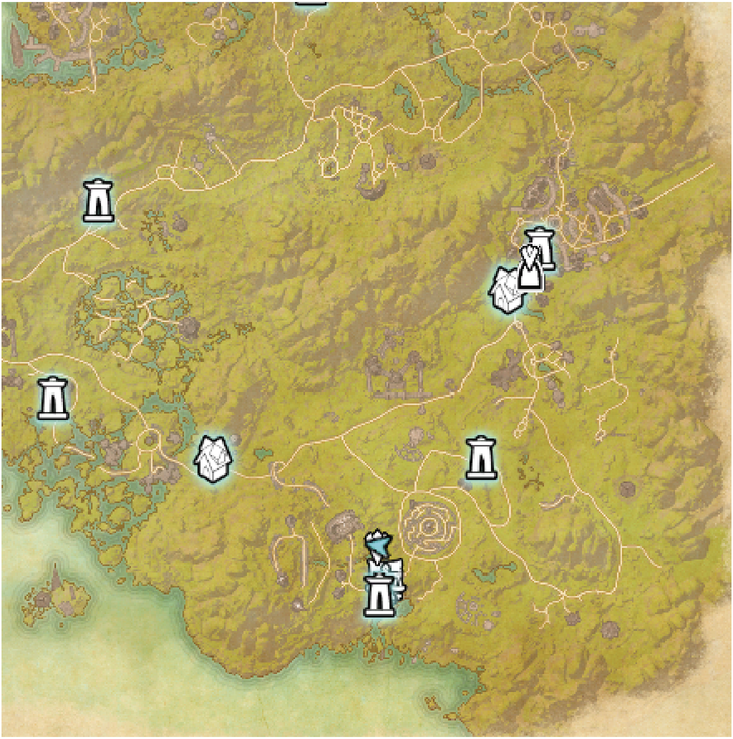
Stormhaven’s Mundus Tear is just about as easy to reach as Stonefalls’. It’s positioned on the eastern edge of Stormhaven and is nearly instantly reachable from the Weeping Giant wayshrine.



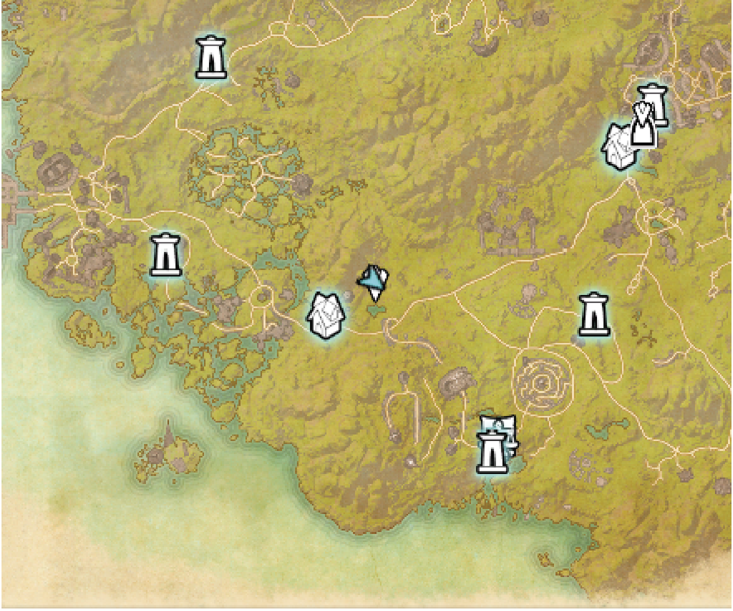
Interact with the Mundus Tear and follow the clouds as they guide you to your third staff fragment.


Mundus Tear
N
E

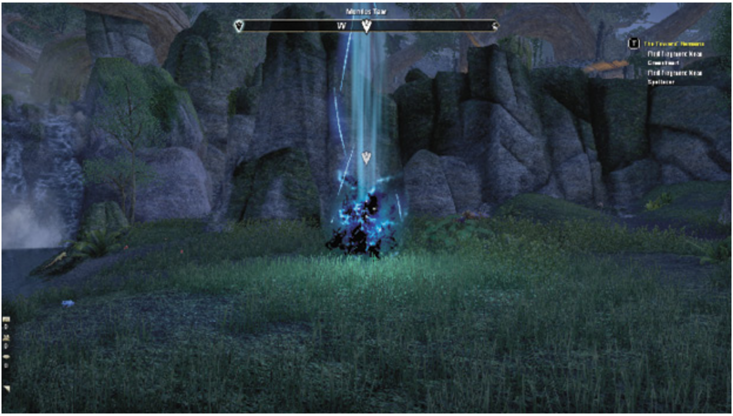
FIND THE FRAGMENT NEAR GREENHEART IN GREENSHADE



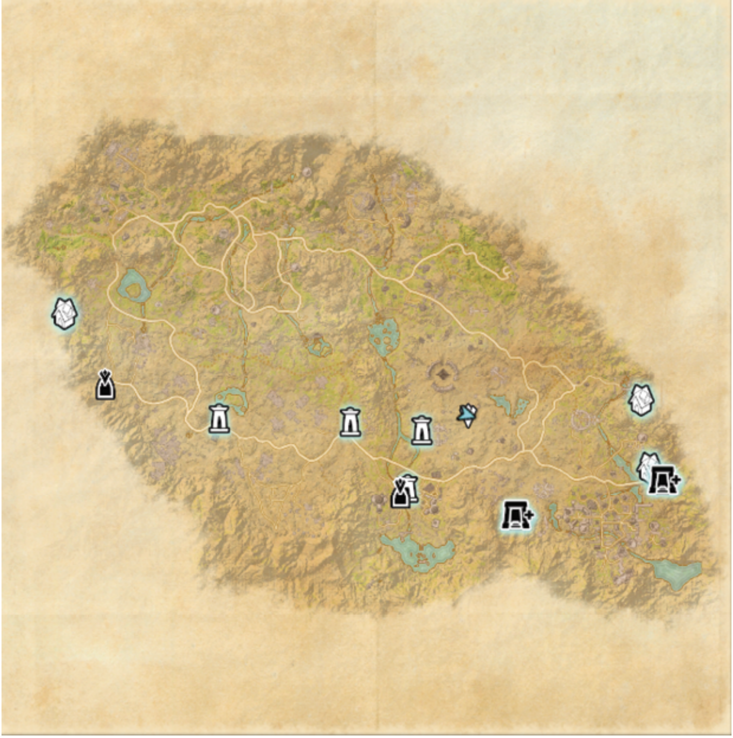
The staff fragment in Greenshade is on the region’s south side. If you have access to the Labyrinth wayshrine, you can teleport there and head southwest to reach it with ease.



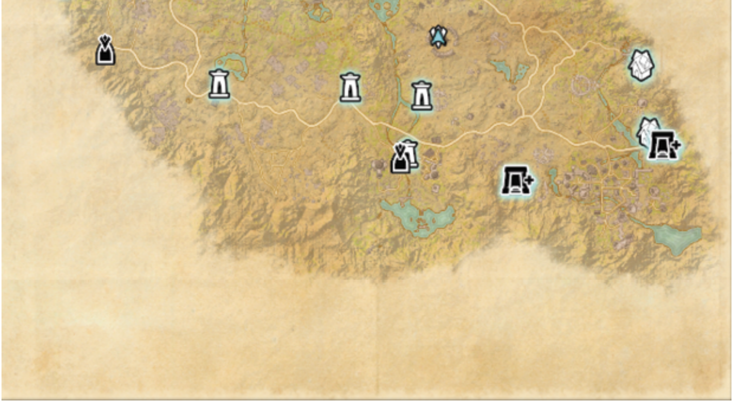
Follow the clouds and their pointing beams until they lead you to a patch of dense earth. Dig up the earth and the fragment will be yours for the taking.



FIND THE FRAGMENT NEAR SPELLSCAR IN CRAGLORN

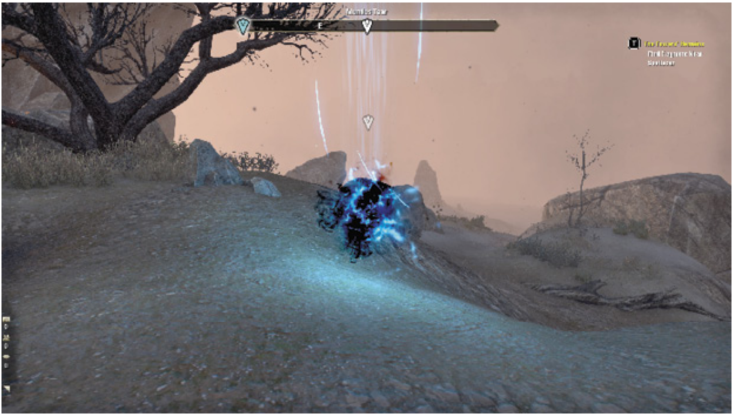


Getting through Bangkorai can be a bit of a bear if you try to reach Craglorn in the most obvious way—heading south from the nearest wayshrine. Teleport to a wayshrine on the region's west side and go east. If you try to come through from the north, the Bangkorai Garrison and the nearby mountain range will block you.



You'll find the Mundus Tear northeast of the Belkarth Wayshrine, which is slightly southeast of the center of the Craglorn.

Once you reach the marked location, follow the light beam clouds to find the dirt pile concealing the fragment.


Mundus Tear
E

TALK TO LOREMASTER CELARUS

After sealing your last breach, head back to Loremaster Celarus to finish the quest.

TIME IN DOOMCRAG'S SHADOW

- Location: Artaeum, Ceporah Tower
- Quest-giver: Loremaster Celarus

Description: The staff shards have all been rounded up, but breaches are still opening up around Tamriel. Close these breaches while the scryers, the Loremaster, and Josajeh try to find a way to stop them from opening for good.

TALK TO JOSAJEH

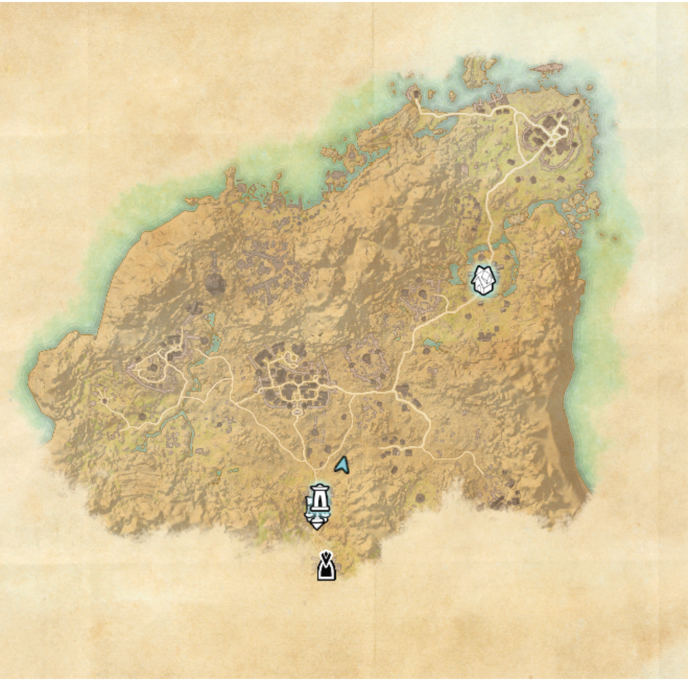
Examine the Psijic Map.

SEAL NINE BREACHES IN RIVENSPIRE

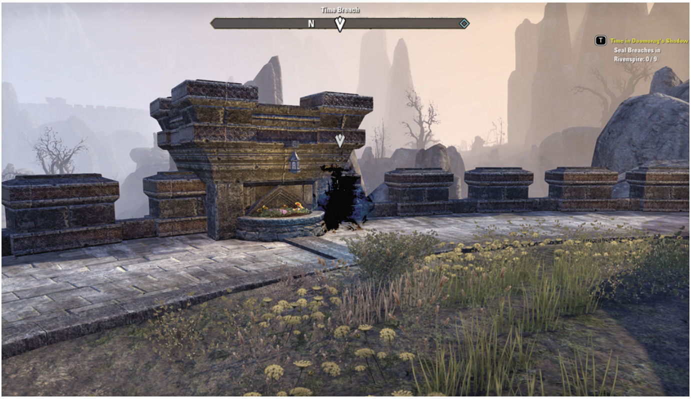
This time we're going to Rivenspire, which is in the northwestern corner of Tamriel, just above Glenumbra and Stormhaven, two regions you've already visited on your quest to close the breaches. Use a wayshrine in Stormhaven and go north to reach Rivenspire.

BREACH 1

- Region: Rivenspire

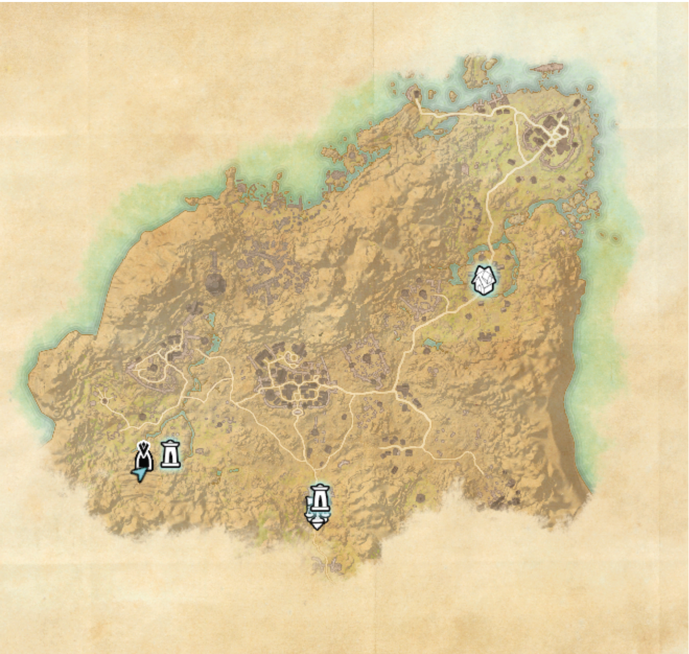


- Location: Just northeast of the Oldgate wayshrine on the south side of Rivenspire.

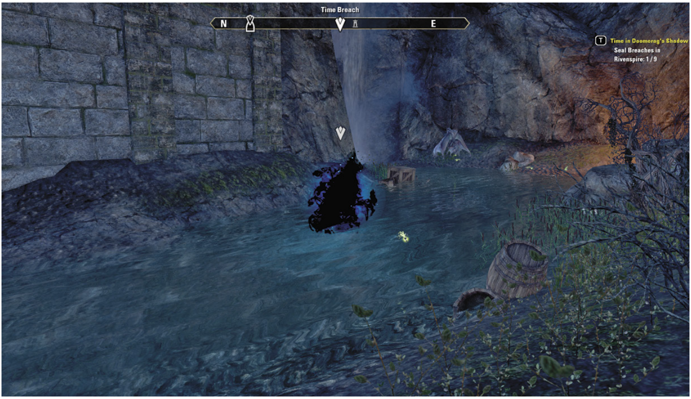

Time Breach
N
T
Time in Doomcrag's Shadow
Seal Breaches in
Rivenspire: 0 / 9

BREACH 2

- Region: Rivenspire

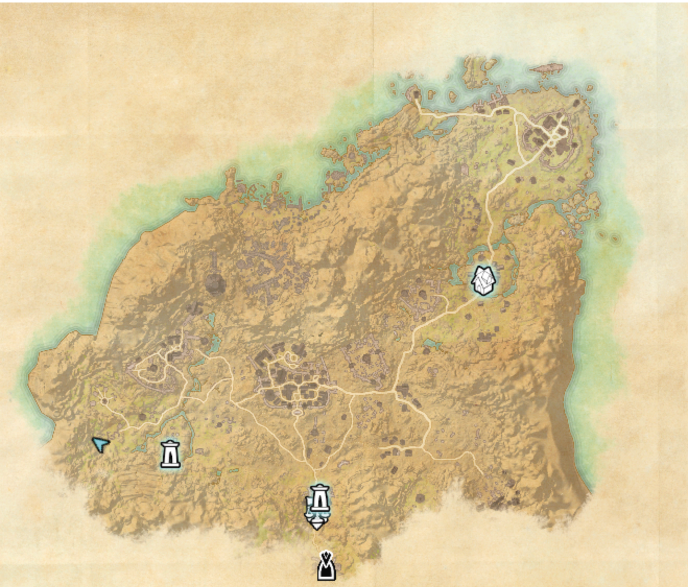


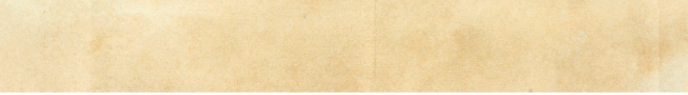
- Location: Inside Shadowfate Cavern in the southwest corner of the map.


Time Breach
N
E
T
Time in Doomcrag's Shadow
Seal Breaches in Rivenspire: 1 / 9

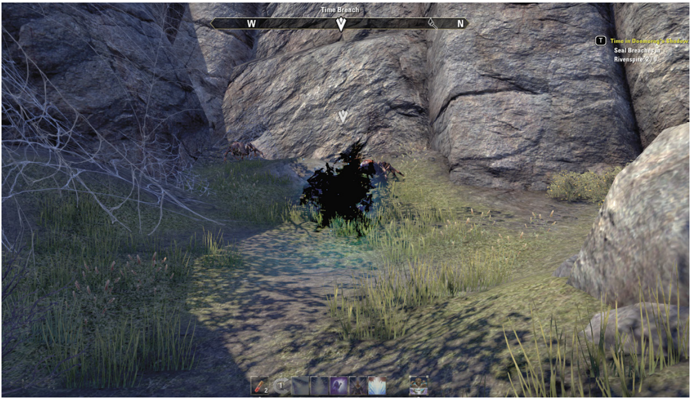
BREACH 3

- Region: Rivenspire





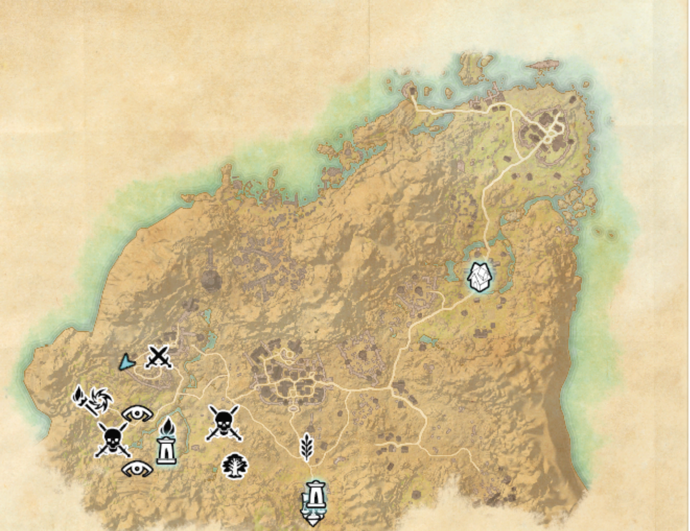
- Location: West of the Tamrith Camp wayshrine, right next to Aesar’s Web.


Time Breach
W
N
T

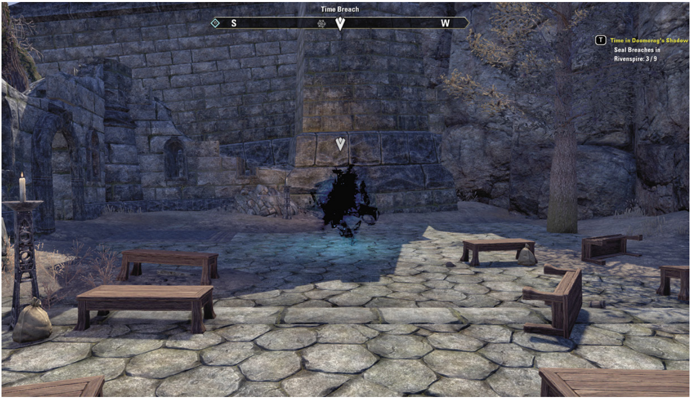
Time in Doomcrag's Shadow
Seal Breaches in Rivenspire: 2 / 9

BREACH 4

- Region: Rivenspire

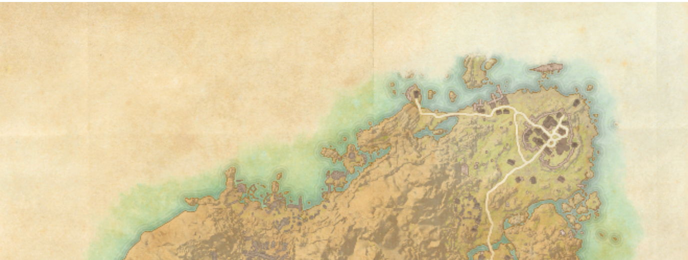


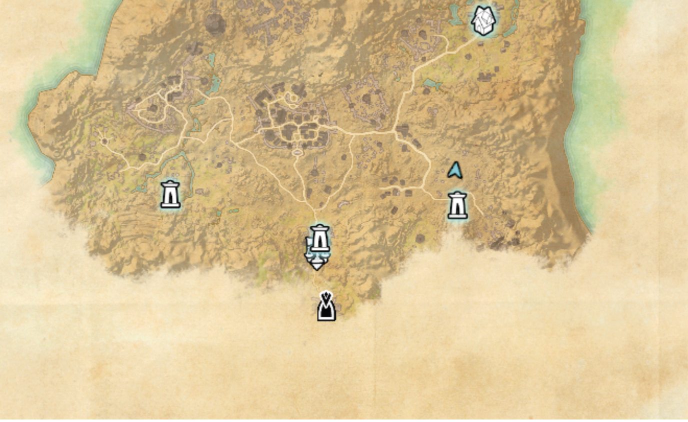
- Location: On the western border of Rivenspire, slightly west of Crestshade.


Time Breach
S
W
T
Time in Doomcrag's Shadow
Seal Breaches in
Rivenspire: 3 / 9

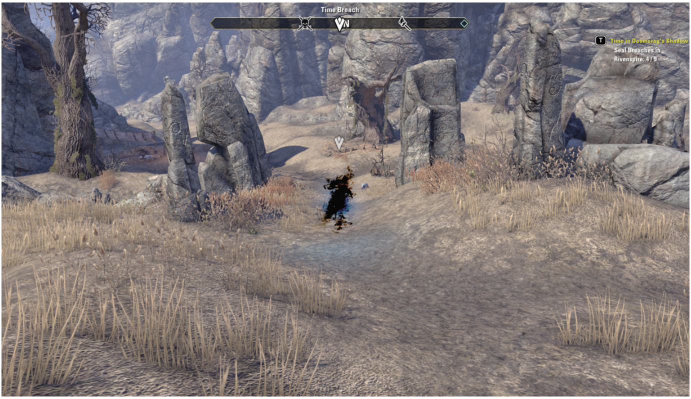
BREACH 5

- Region: Rivenspire



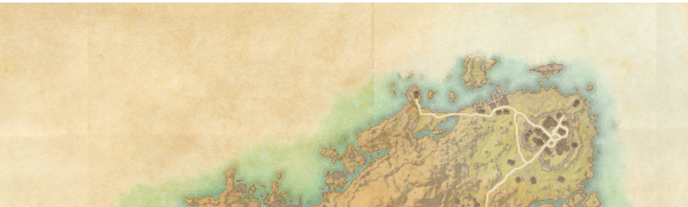


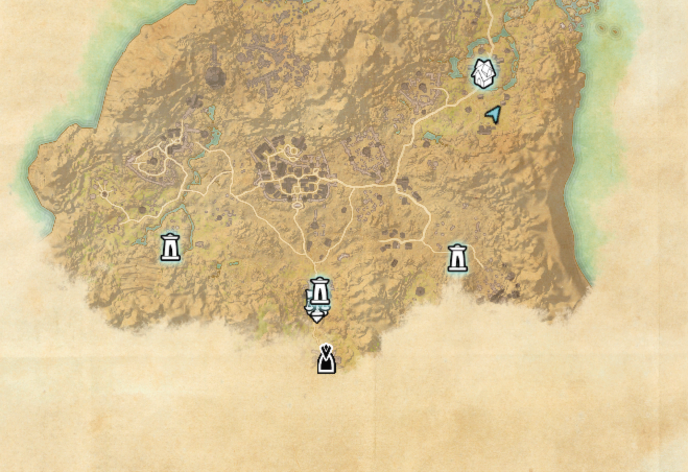
- Location: On the southeast corner of Rivenspire, north of the Sanguine Barrows wayshrine.


Time Breach
T Time in Doomcrag's Shadow
Seal Breaches in Rivenspire: 4 / 9

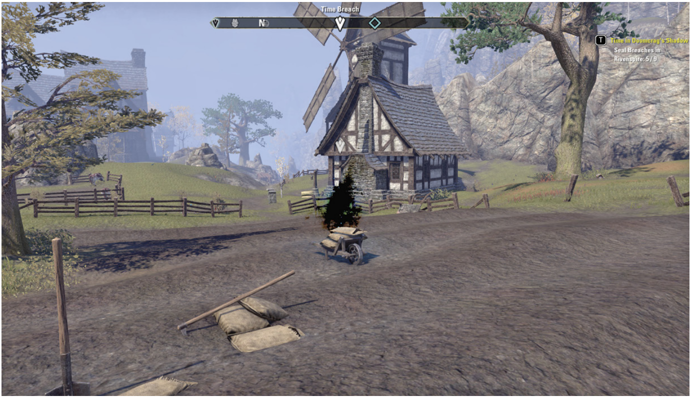
BREACH 6

- Region: Rivenspire



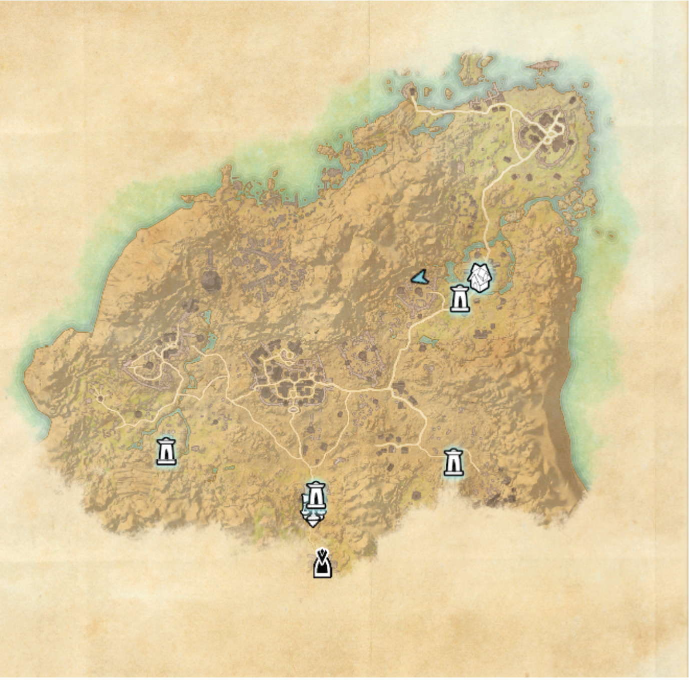


- Location: On the eastern border of Rivenspire on the north end of the Edrald Estate.

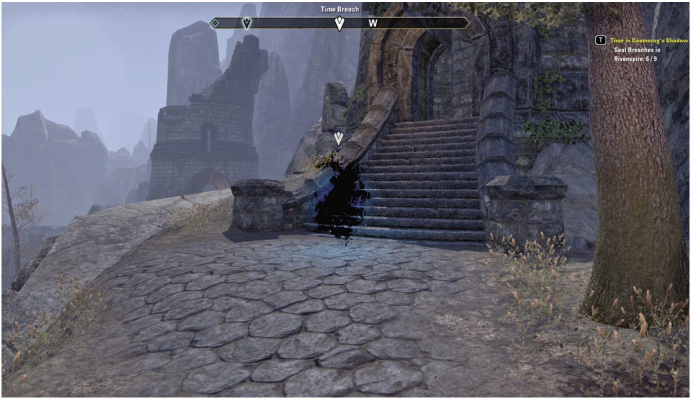

Time Breach
N
T
Time in Doomcrag's Shadow
Seal Breaches in Rivenspire: 5 / 9

BREACH 7

- Region: Rivenspire

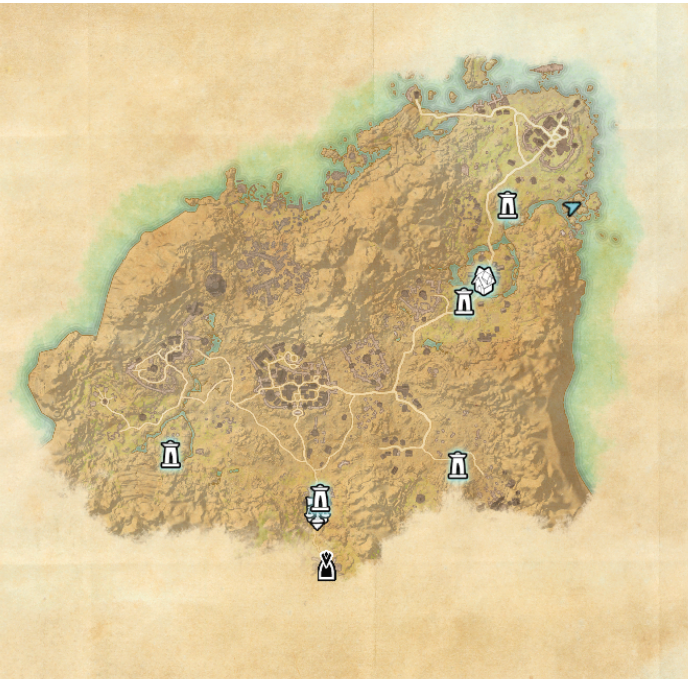


- Location: West of Fell’s Run wayshrine on the northside of Lorkrata Hills.

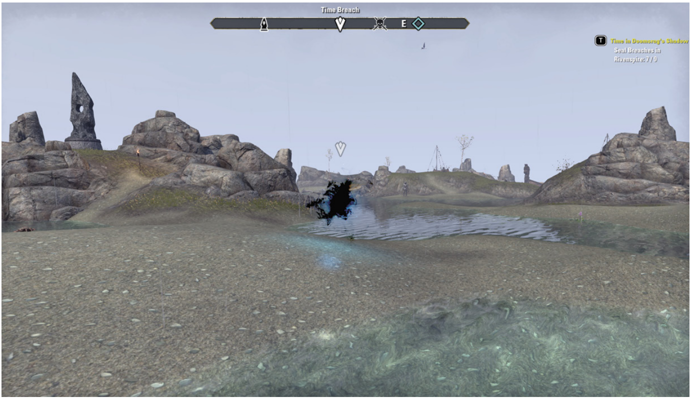

Time Breach
W
T Time in Doomcrag's Shadow
Seal Breaches in Rivenspire: 6 / 9

BREACH 8

- Region: Rivenspire

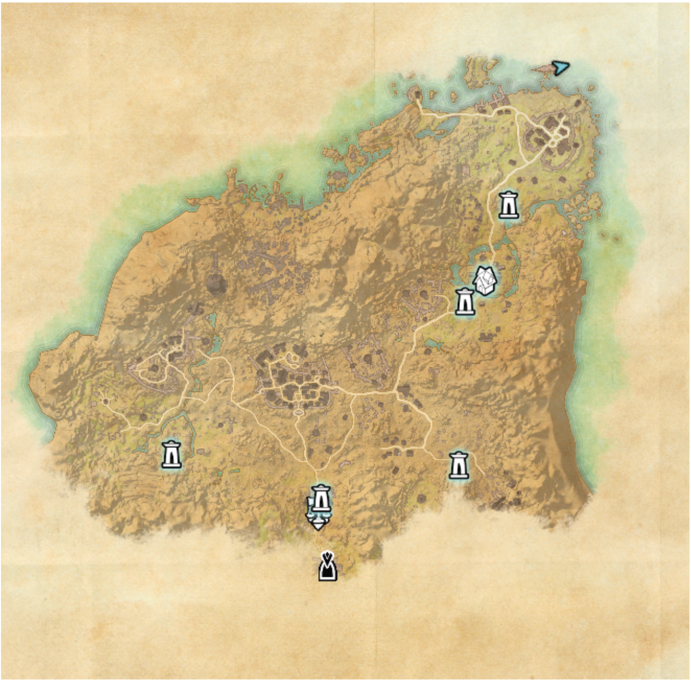


- Location: In the northeast side of Rivenspire just east of the Boralis wayshrine.

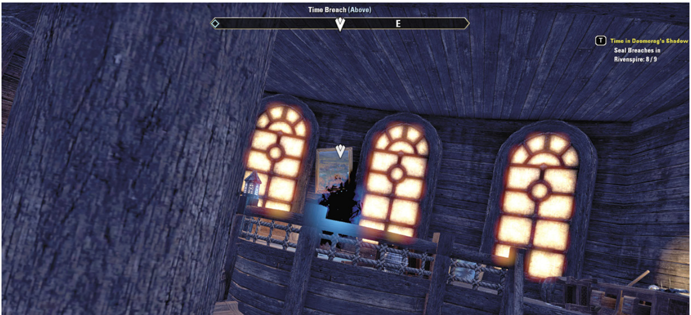

Time Breach
E
T
Time in Doomcrag's Shadow
Seal Breaches in Rivenspire: 7 / 9

BREACH 9

- Region: Rivenspire



- Location: In the northeast corner of Rivenspire on the east end of the Lagra's Pearl shipwreck.


Time Breach (Above)
E
T
Time in Doomcrag's Shadow
Seal Breaches in
Rivenspire: 8 / 9

TALK TO LOREMASTER CELARUS

With nine more breaches under your belt, head back to Celarus and tell him the good news. The quest will conclude after you finish letting him know the good deeds you've done.

A BREACH BEYOND THE CRAGS

- Location: Artaeum, Ceporah Tower
- Quest-giver: Loremaster Celarus

Description: One last breach-hunting trip. This time it's off to the desolate Craglorn, which you've already visited for the second staff shard quest.

TALK TO JOSAJEH

Josajeh will give you a couple of dialogue options to choose from during this conversation. Again, choose the option you like the most. You won't be locked out of content with whatever you choose.

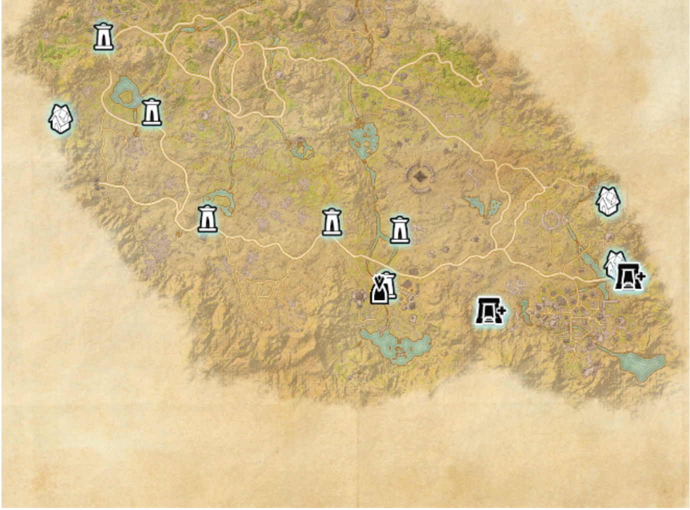
Once you're done, open your Psijic Map to find Craglorn as your next destination.

SEAL SIX BREACHES IN CRAGLORN

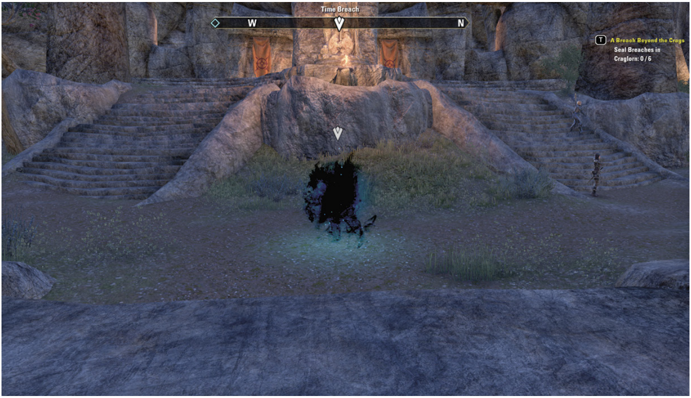
Teleport to the wayshrine nearest the west side of the region and we'll work our way from left to right. Note: A lot of Craglorn is geared toward grouped play, so many locations will have enemies that can easily knock you out in mere moments. If you see a plus-sign icon on the map or compass, try navigating around it instead of cutting straight through and avoid activating any Celestial Rifts.

BREACH 1

- Region: Craglorn

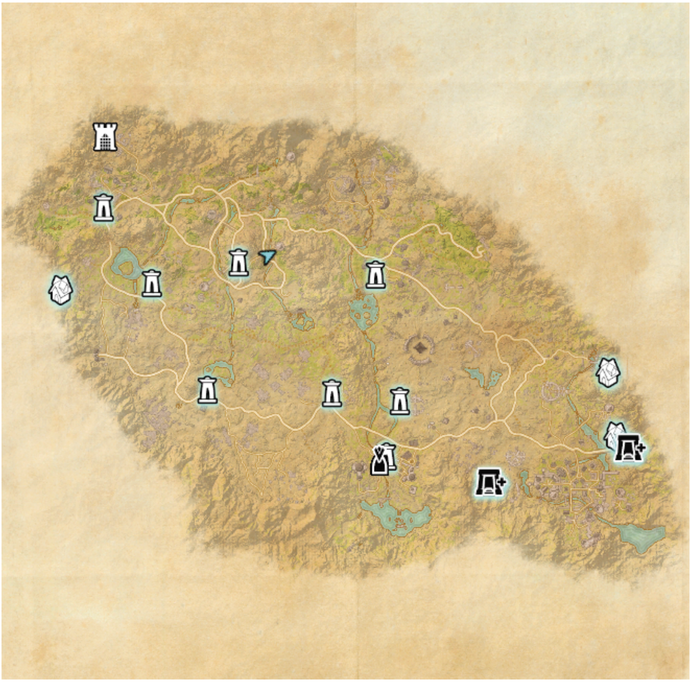


- Location: On the northwestern tip of Craglorn in front of the Dragonstar Arena.

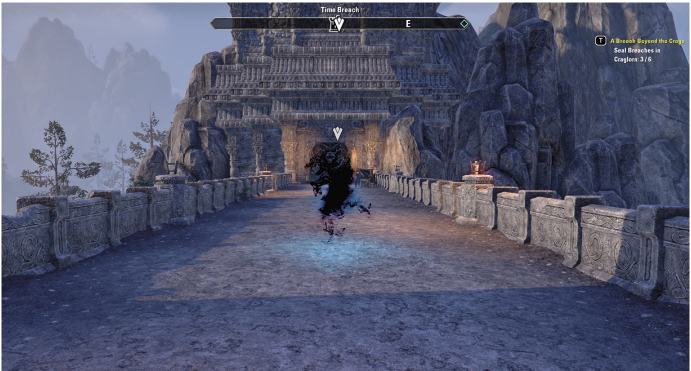

Time Breach
W
N
T A Breach Beyond the Crags
Seal Breaches in Craglorn: 0 / 6

BREACH 2

- Region: Craglorn

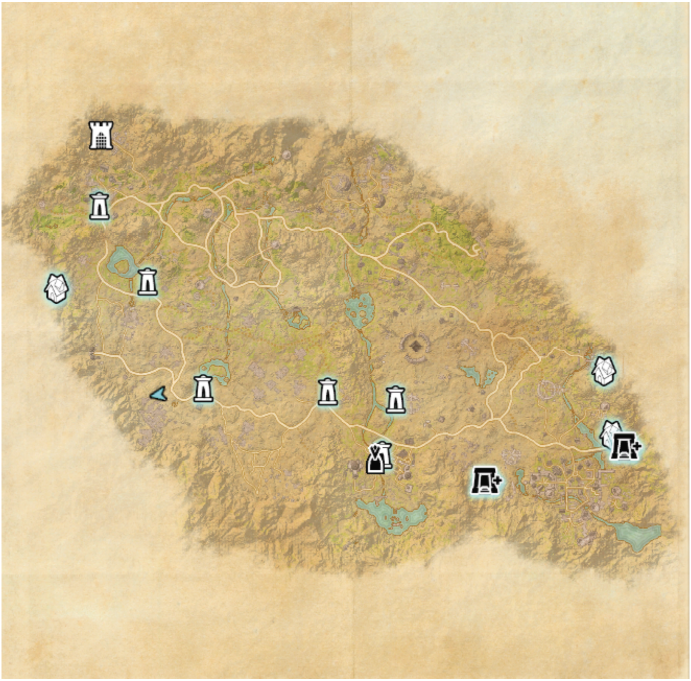


- Location: East of the Skyreach wayshrine, on the bridge leading into Skyreach Hold’s western entrance. The easiest way to reach this breach is by teleporting to a wayshrine near the northwestern side of the region, then following the main road toward the location marked in the Psijic Map. A mountain range and lots of group-related areas separate most of the northern and southern halves of the map, making it impossible to reach the breach without a significant headache and wandering.

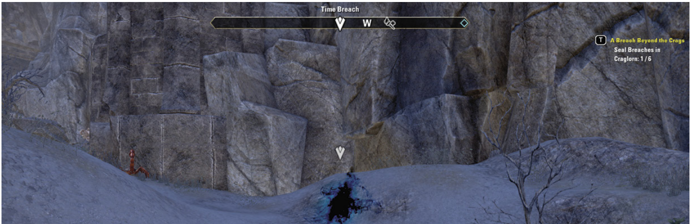

Time Breach
E
T A Breach Beyond the Crags
Seal Breaches in Craglorn: 3 / 6

BREACH 3

- Region: Craglorn

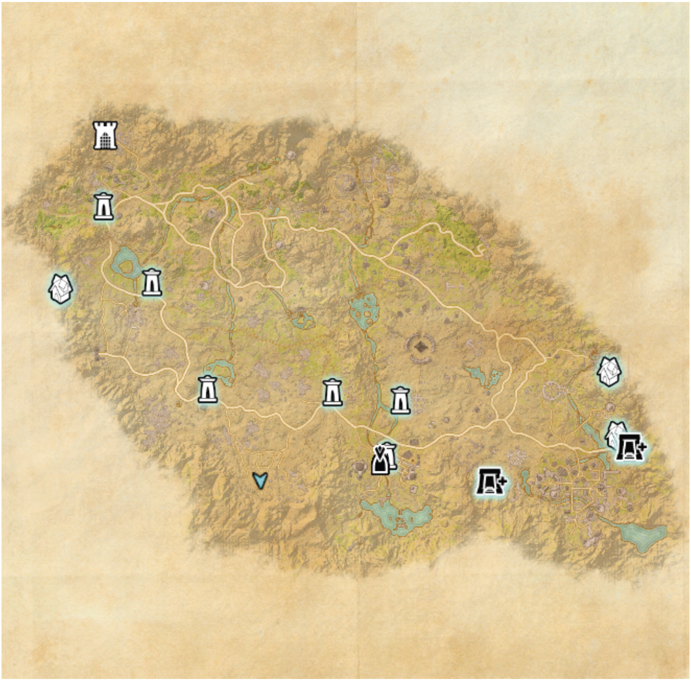


- Location: Near the southwestern corner of Craglorn, west of the Sandy Path wayshrine.

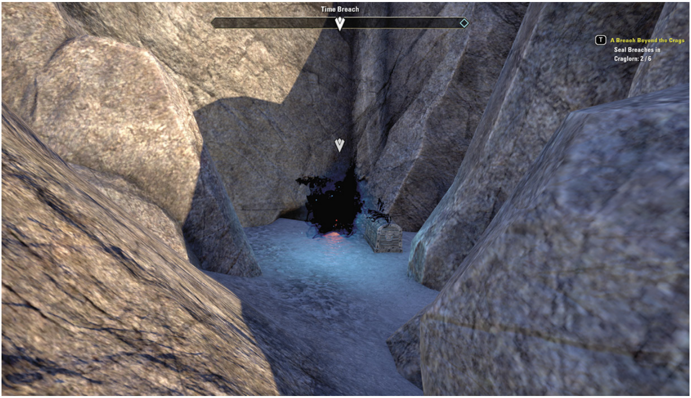

Time Breach
W
T A Breach Beyond the Crags
Seal Breaches in
Craglorn: 1 / 6

BREACH 4

- Region: Craglorn

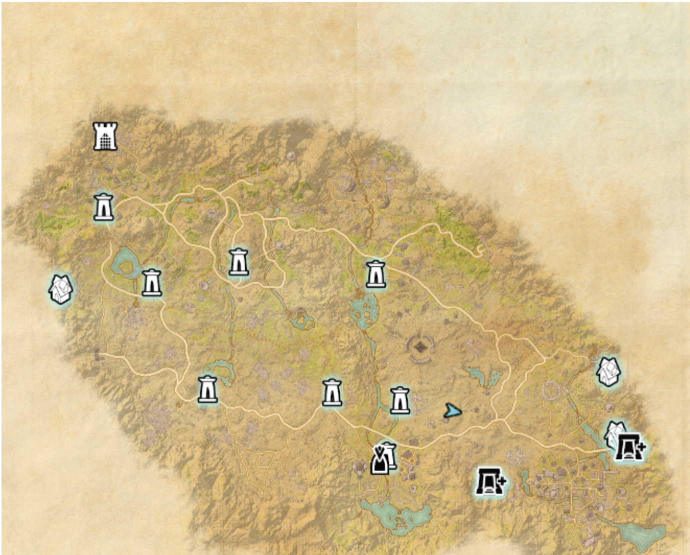


- Location: In the southern tip of Craglorn just south of the Scorpion Ravine.

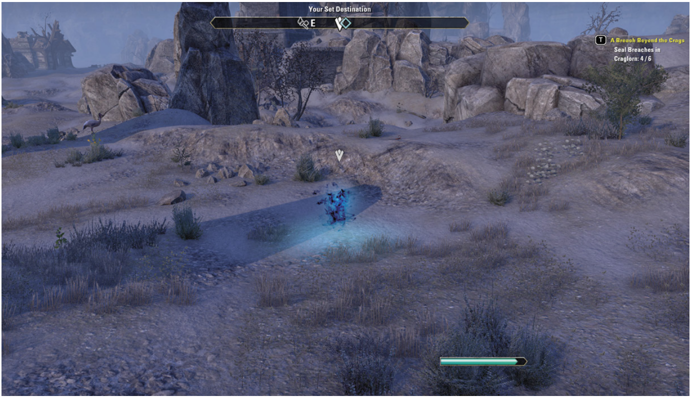

Time Breach
T
A Breach Beyond the Crags
Seal Breaches in Craglorn: 2 / 6

BREACH 5

- Region: Craglorn

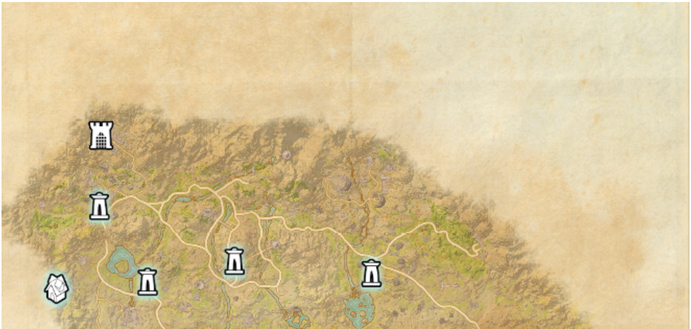


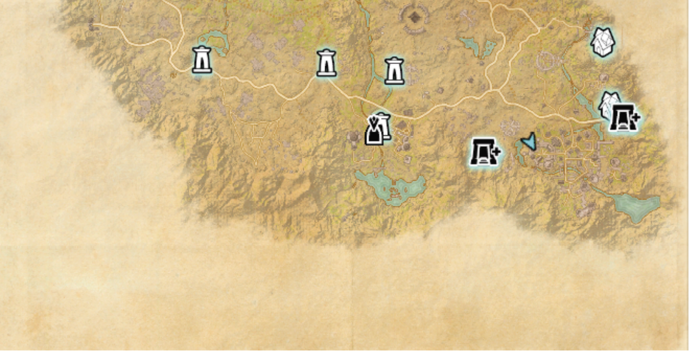
- Location: On the eastern half of the region, just past the Adamant Anomaly.


Your Set Destination
E
T A Breach Beyond the Crags
Seal Breaches in
Craglorn: 4 / 6

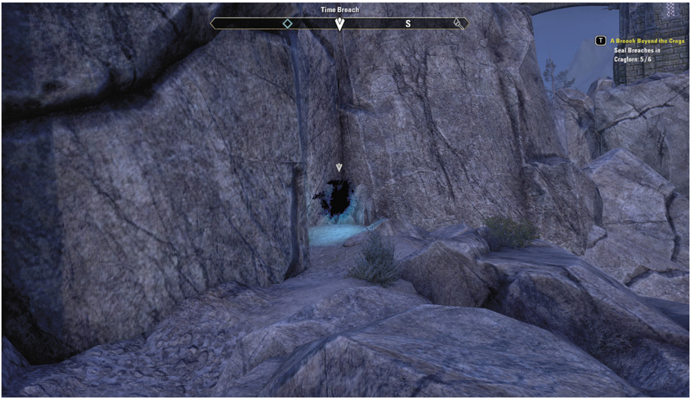
BREACH 6

- Region: Craglorn





- Location: Near the southeastern corner of Craglorn just southeast of the Conflagrant Anomaly.


Time Breach
S
A Breach Beyond the Crags
Seal Breaches in Craglorn: 5 / 6

TALK TO LOREMASTER CELARUS

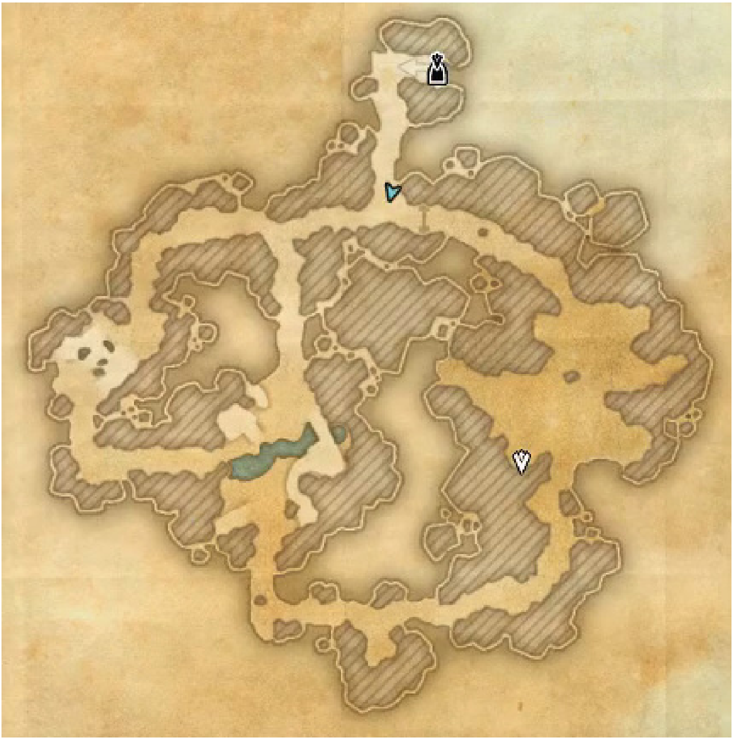
Six breaches down and no more to follow. Pat yourself on the back, because the breaches are closed for good. Go talk to Celarus to conclude your breach hunt once and for all.

THE TOWERS' FALL

FIND THE TIME BREACH

Start by heading to Divad's Chagrin Mine in Alik'r Desert—you can use the Goat's Head Oasis wayshrine in the center of Alik'r Desert to teleport right next to the Delve.

DIVAD'S CHAGRIN



The time breach is on the delve's east side, but you'll need to make your way down the path on the western half of the map, then wrap around the bottom to gain access to it.

Nokhailaedhaz, the delve boss for Divad's Chagrin Mine, will be in your path to the breach; either challenge it directly or sneak around it.

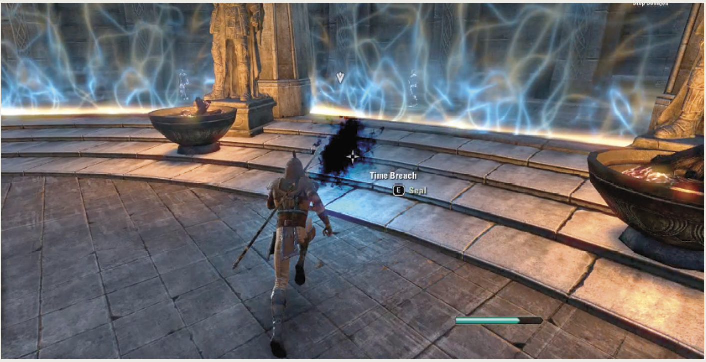
Find Josajeh
S
W
T The Towers' Fall
Find Josajeh

Find the breach by making a sharp left turn after entering Nohailaedhaz's chamber. Enter the breach and you'll be taken into a chamber where Josajeh awaits. Stop her from doing any real damage to Tamriel or to time itself.

JOSAJEHS

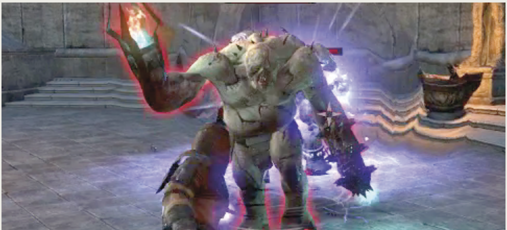
Elite Enemy

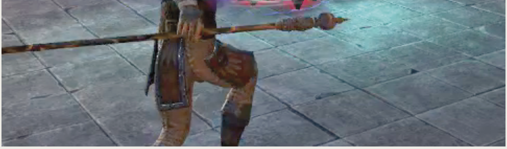
Most of this fight is a wave-based battle against enemies that appear from time breaches surrounding the outer edges of the room.


Stop Josajeh
Time Breach
E Seal

Once you've cleared the first wave, approach the time breach they appeared from and seal it. You'll need to repeat this for the other two breaches to push the fight forward.

After sealing the first breach, Josajeh the Duchess of Worms and Josajeh's Brother will appear. Josajeh's Brother fights like a standard Flesh Atronach with extra health and damage output, while Josajeh the Duchess of Worms fights like most magic users. Brother will chase you down to get you within melee range, forcing you to engage him before fighting Duchess of Worms.

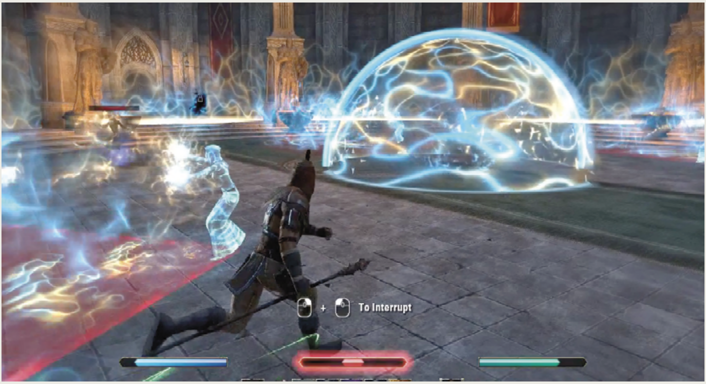




Both of them will drop easily enough if you don’t do anything particularly crazy. Once they are both gone, seal their time breach.

Ritemaster Josajeh will appear next and this is where the fight gets significantly more serious. At the start, she’ll mostly stand still and try to pepper you with projectiles and AoEs. These are easy enough to avoid, but then things get hairy. Aside from a slew of time magic attacks, she’ll perform a Psijic teleporting energy ball attack. She’ll turn into a ball of time energy and begin bouncing around the room. Getting hit by this attack is devastating, so watch her bouncing patterns and get out of the way at all costs.

She can also create Time Stop bubbles that slow and damage you if you walk through them, and she can create clones of herself that spin around slowly while firing a constant spray of time magic. Josajeh will make the battlefield a projectile, AoE nightmare, so take great caution while working way toward her whenever she moves.


To Interrupt

Once you defeat Ritemaster Josajeh, seal the time breach in the center of the room to end the fight.

TALK TO JOSAJEH

After defeating Josajeh, speak with her, then return to Artaeum via the breach in the center of the room. Enter Ceporah Tower and head toward the objective marker to reach the Athenaeum.

PLACE THE AUGUR IN THE ATHENAEUM

After placing the Augur, speak with it, then head over to Celarus. He’ll ask you to choose what to do with the Augur—a choice that is entirely up to you. After speaking with Celarus, talk with Josajeh, then Relicmaster Glenadir. Speak with Josajeh once again, then head over to Loremaster Celarus. Speak with Loremaster Celarus one last time to complete the quest and be rewarded with the Exemplary Protective Necklace.

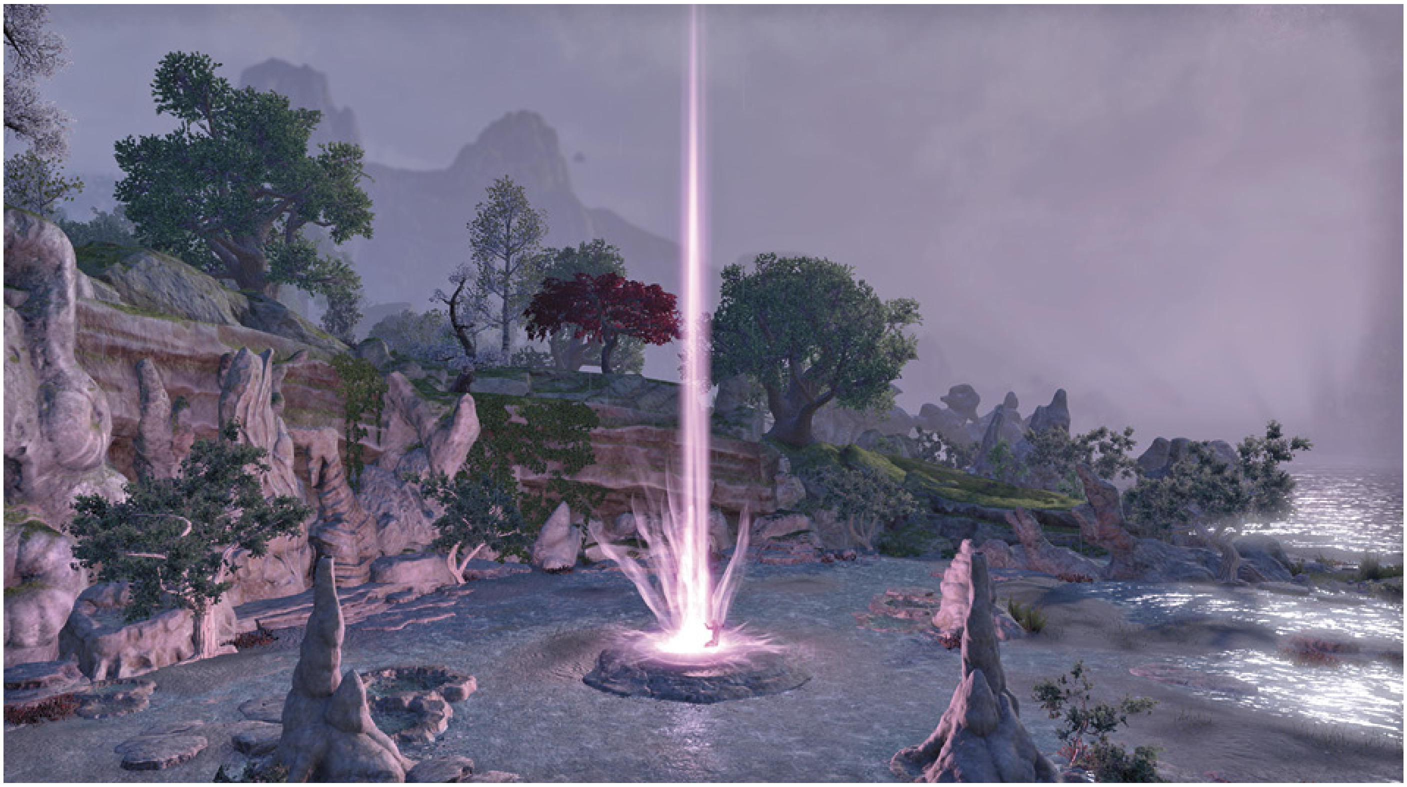
- Location: Artaeum, Ceporah Tower
- Quest-giver: Loremaster Celarus

Description: The Staff of Towers has disappeared and there’s only one person who could’ve taken it. Head to the Alik’r Desert to catch them before this breach mess gets any worse.

Abyssal Geysers

Introduction

The attack from the Sea Sload and the Cult of Bedlam has caused six different Abyssal Geysers to spring up along the coasts of Summerset. Clearing these geysers is a task meant for a group, so don't attack the Cult of Bedlam in the center of the geyser unless you've got a death wish or are looking for a real challenge. Whenever you activate an Abyssal Geyser, you'll have to fight around three waves of Yaghra in order to temporarily close it. The third wave will always bring forth a boss for you and your group to confront. Beat that boss and you'll receive experience points and a Shell Trove—a treasure chest's worth of items.

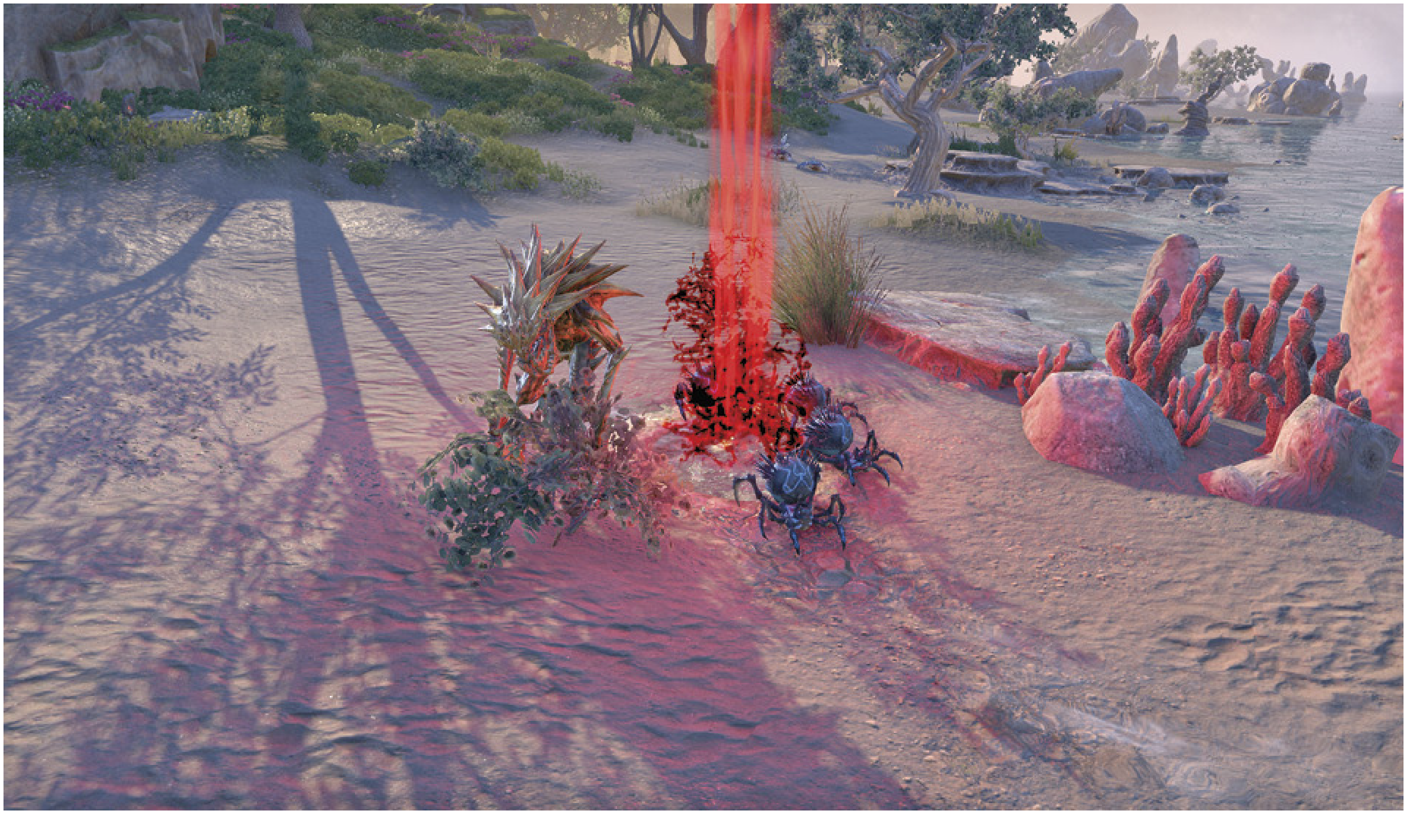


Once you've beaten the boss and raided the loot, the Abyssal Geyser will temporarily deactivate. Give it some time and another cultist will appear to start the geyser up again. These geysers are great ways to earn a decent chunk of XP and the opportunity to gain equipment from the Gryphon's Ferocity, Wisdom of Vanus, and Grace of Gloom equipment sets, so destroy them whenever the opportunity arises. We're sure the citizens of Summerset would also appreciate the gesture.

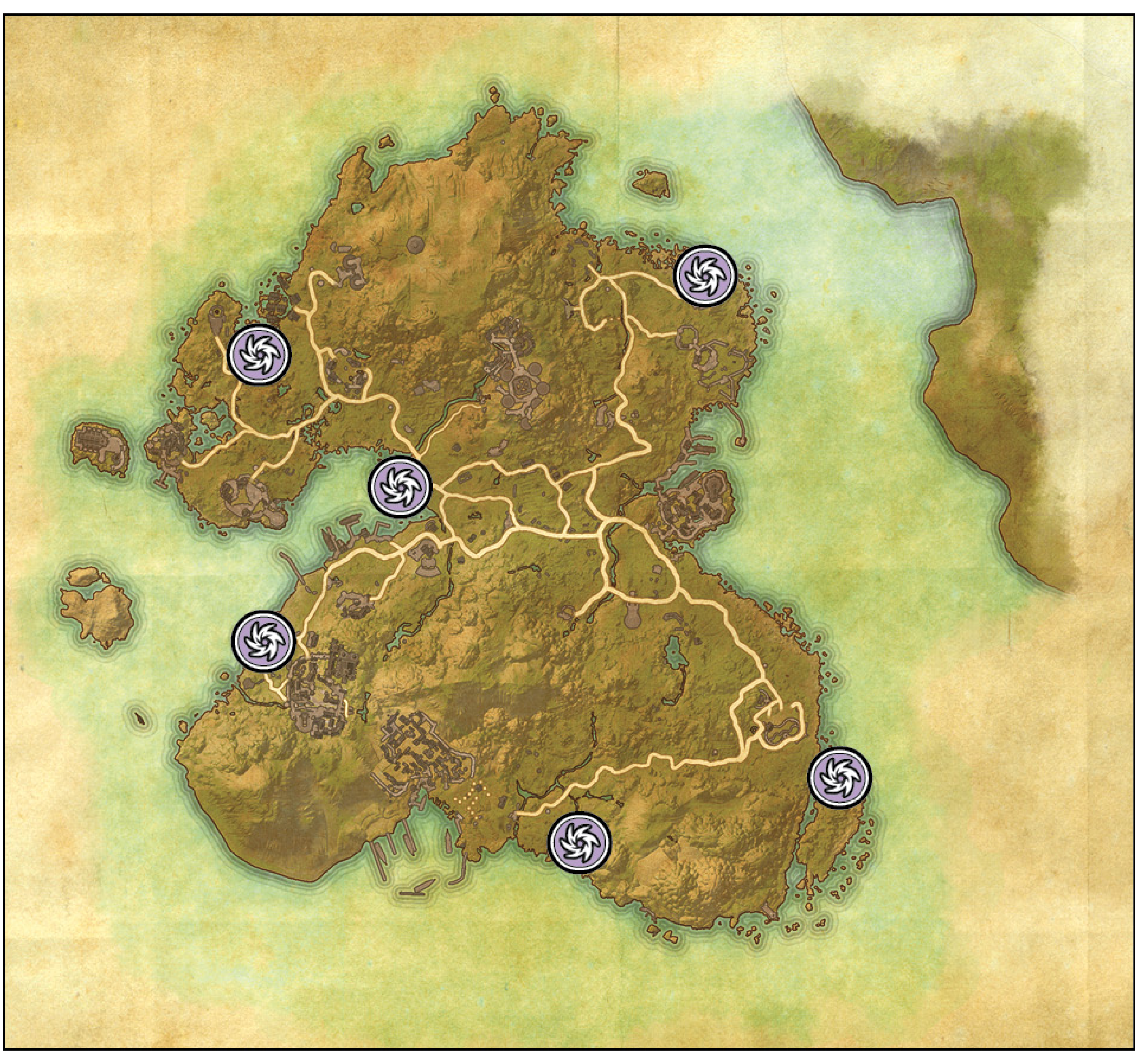
Abyssal Geysers

Minor Geysers

You'll also encounter Minor Geysers while traveling around Summerset's coasts. You'll recognize them by the pillar of light shooting out of the ground. Approach them and a small wave of enemies will appear. Kill the elite enemy in the group to collect a small stash of items.



Geyser Locations



There are six different geysers stationed along the outskirts of the island. They are all named for the major location they're nearest to. You can usually spot a geyser by the pillar of water that springs out of the ground and shoots into the sky. The following is a list of the geysers and their locations.

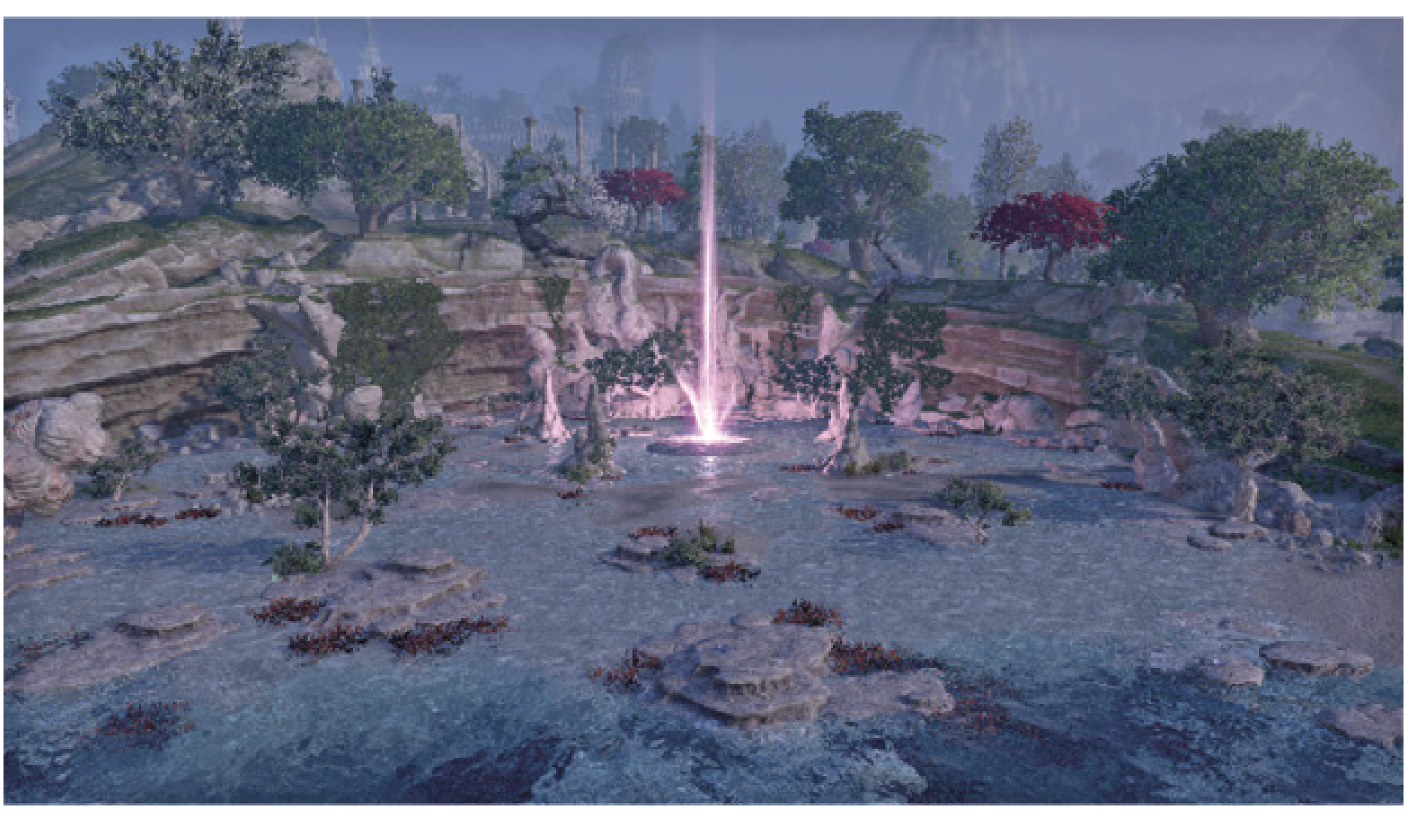
UNCONTROLLABLE CIRCUMSTANCES

One thing to note before tackling the geysers. Which enemies and bosses appear in a geyser aren't fixed; an enemy composition you see in one geyser can appear in another, and the same is true for named bosses. Picking up the "Sinking Summerset" daily quest makes named bosses more likely to appear.

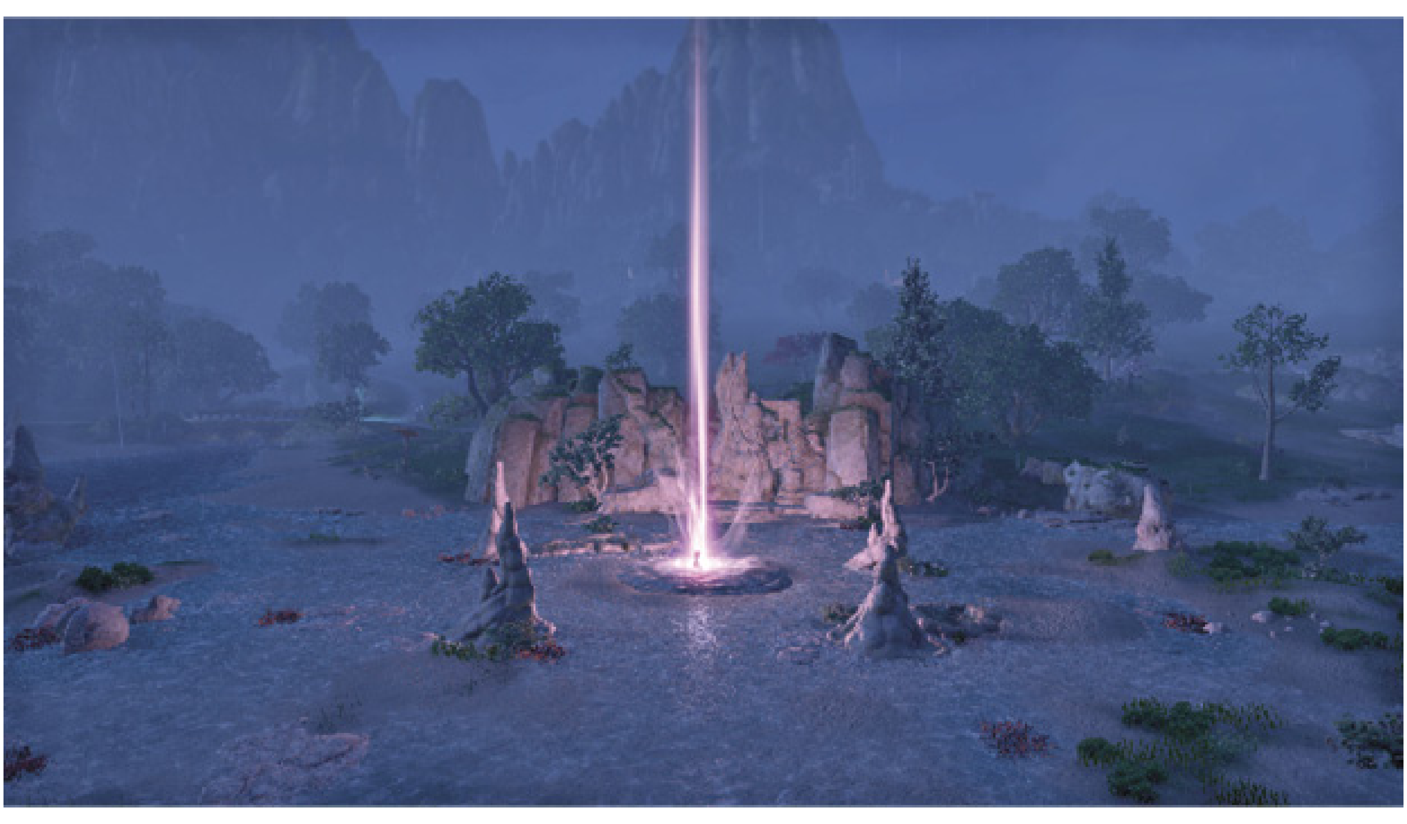
FINDING GEYSERS

Abyssal Geysers are activated randomly; Not all geysers will be active at all times.

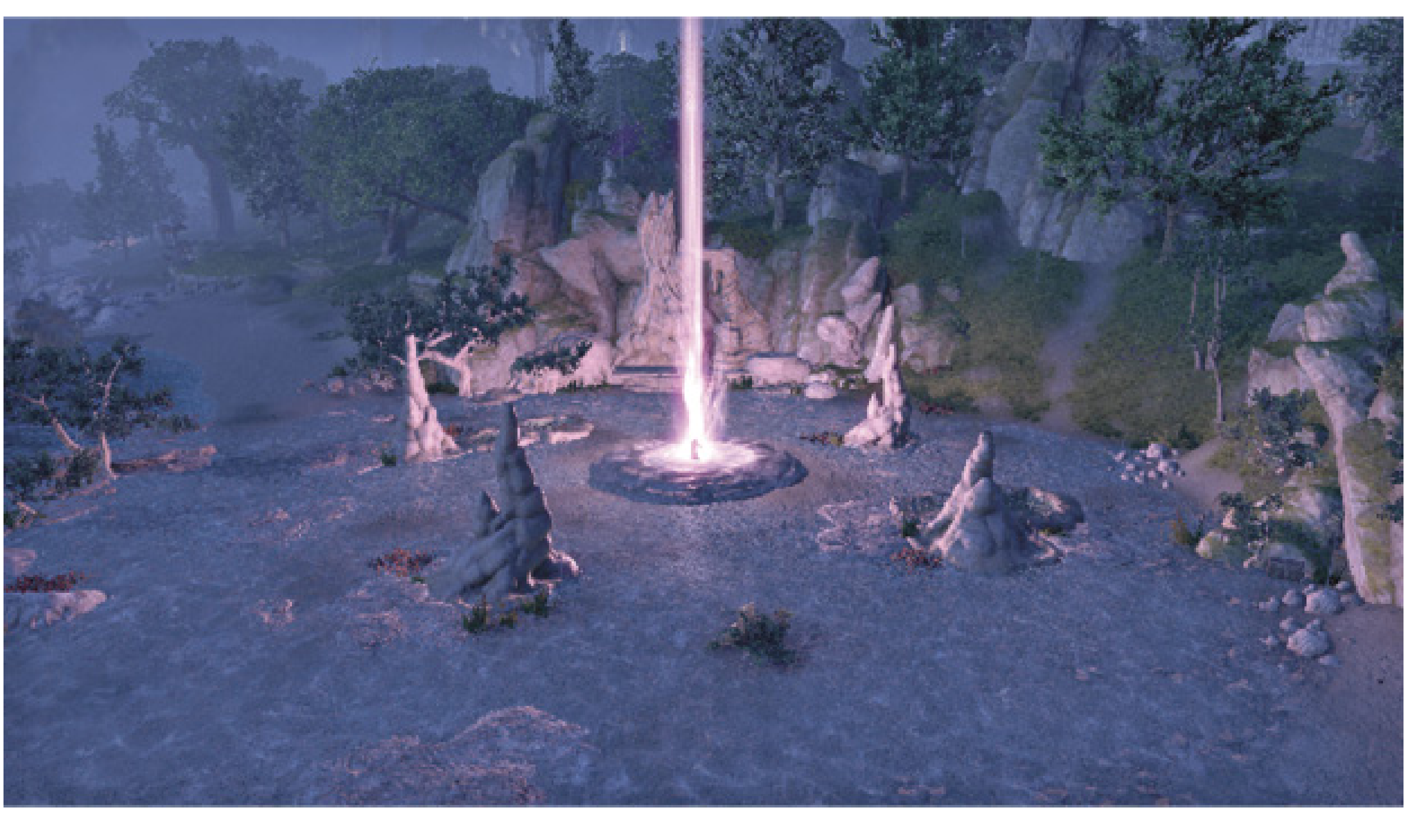
Abyssal Geyser Direnni



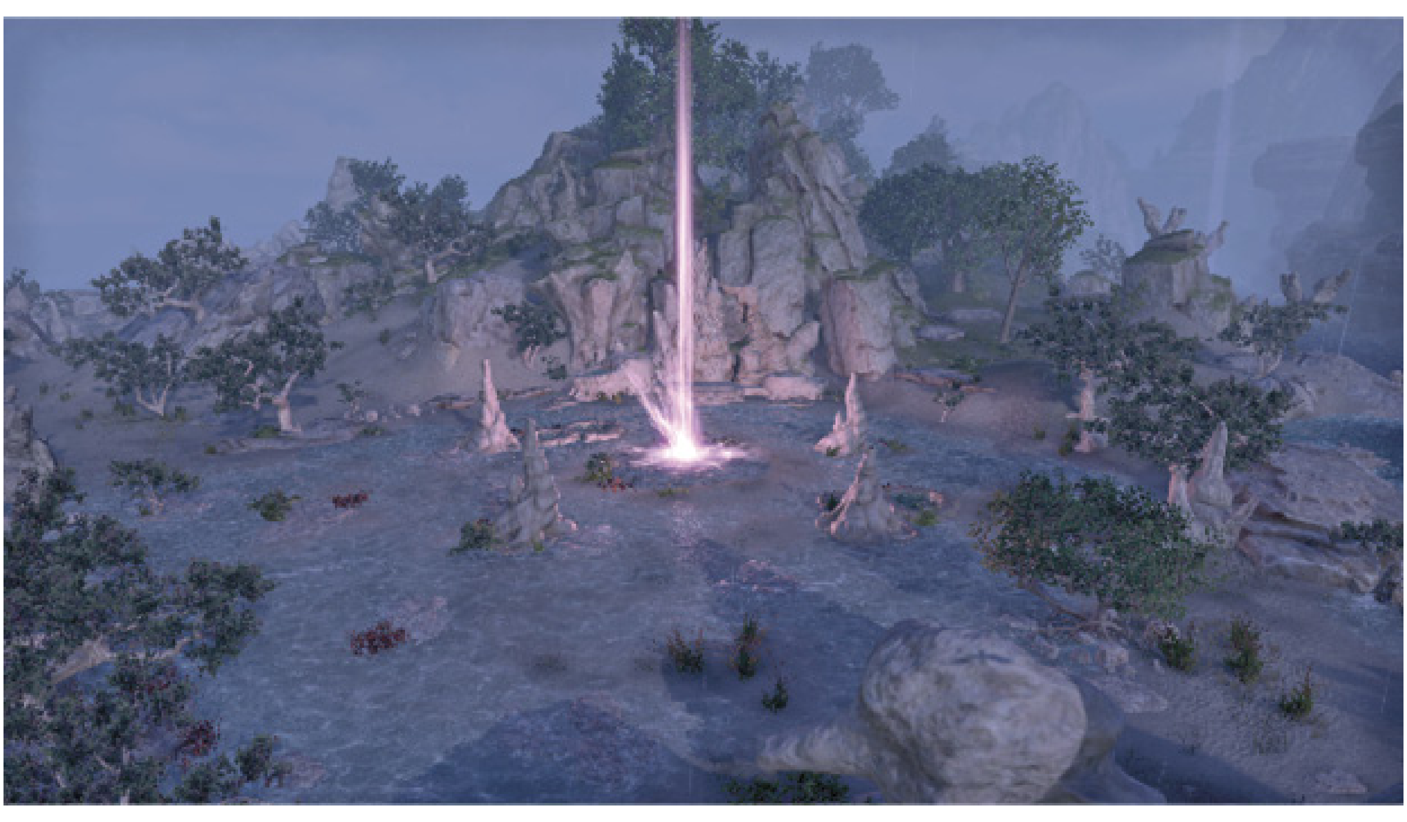
Abyssal Geyser Rellenthil



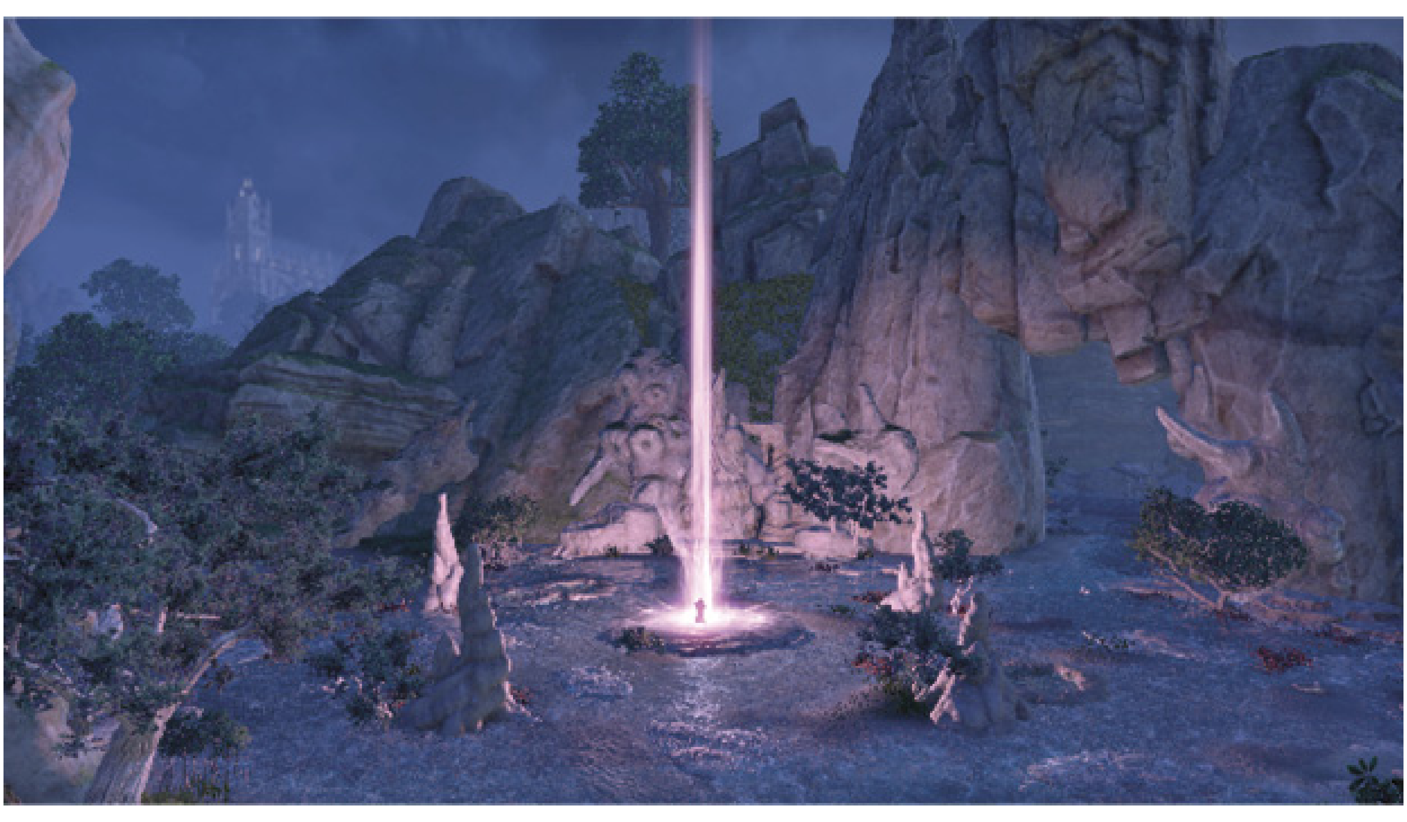
Abyssal Geyser Welenkin



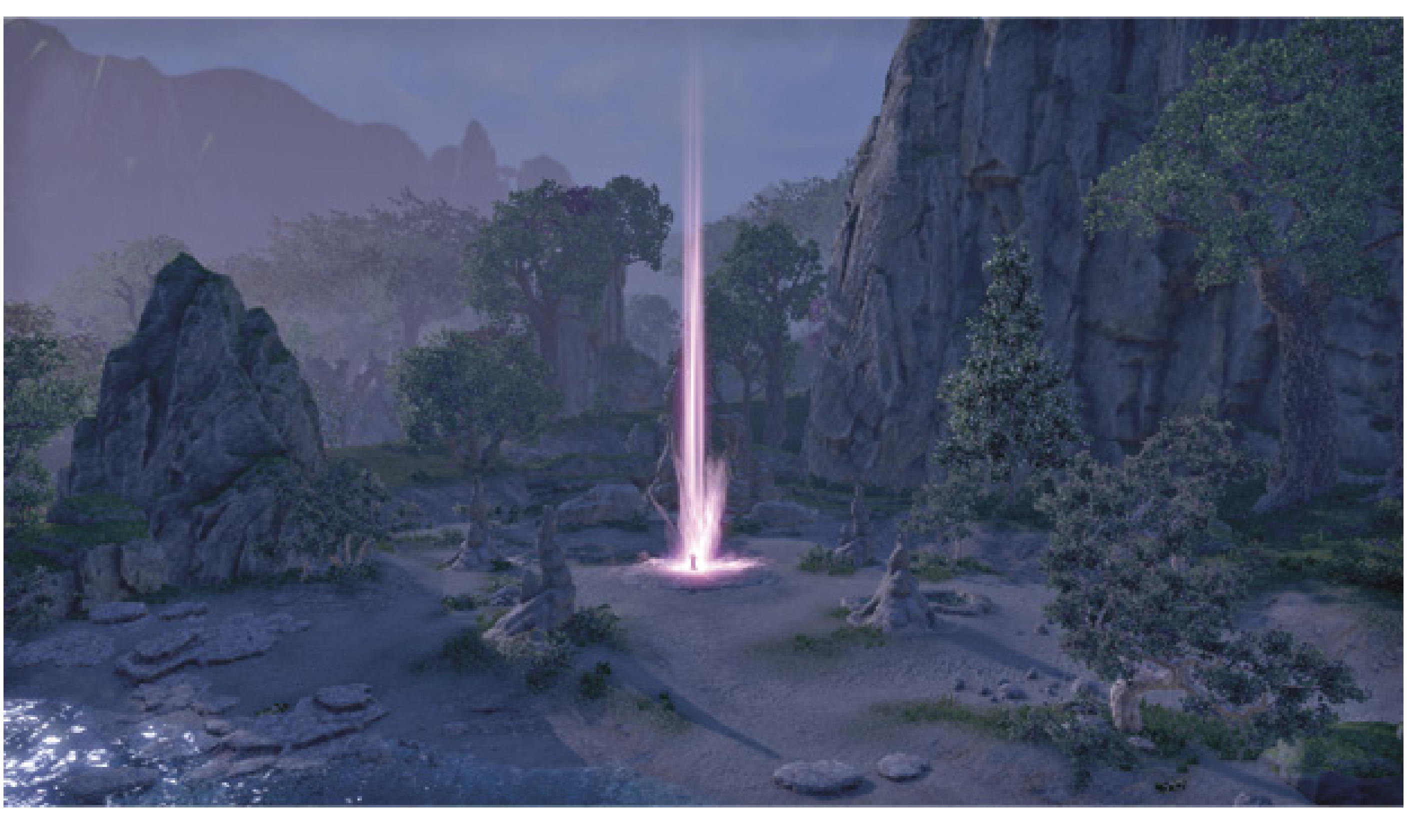
Abyssal Geyser Sil-var-woad



Abyssal Geyser Corgrad



Abyssal Geyser Sunhold



Abyssal Geysers

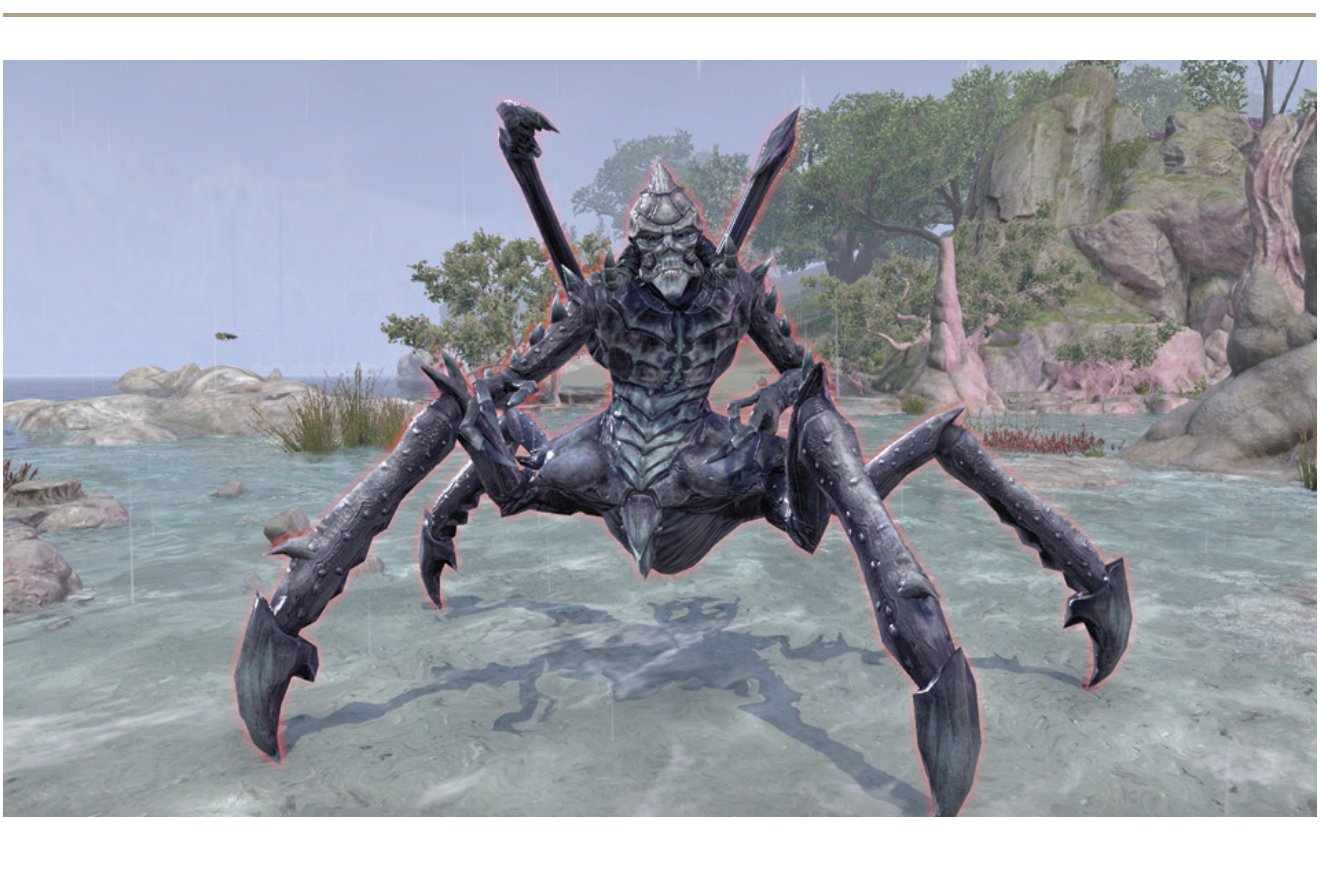
Geyser Bosses

A geyser will close if you can defeat its boss, which will appear after clearing one to six waves of enemies. Most geysers will have a higher-tier Yaghra Monstrosity as its boss, but there are also 10 named bosses that may appear in the place of the Yaghra Monstrosity. Which ones appear and what order they appear in is completely random. A named boss will also drop its loot on top of the loot that is dispensed from the Shell Trove at the end of the geyser, sweetening the pot for those who are willing to do some geyser hunting.

If you're looking to earn the achievement for defeating all 10 named bosses, know that you can close more than a dozen Abyssal Geysers without seeing anything but the Yaghra Monstrosity. It is a real commitment, so be prepared to drop everything and tackle an Abyssal Geyser anytime someone calls one out in Zone Chat.

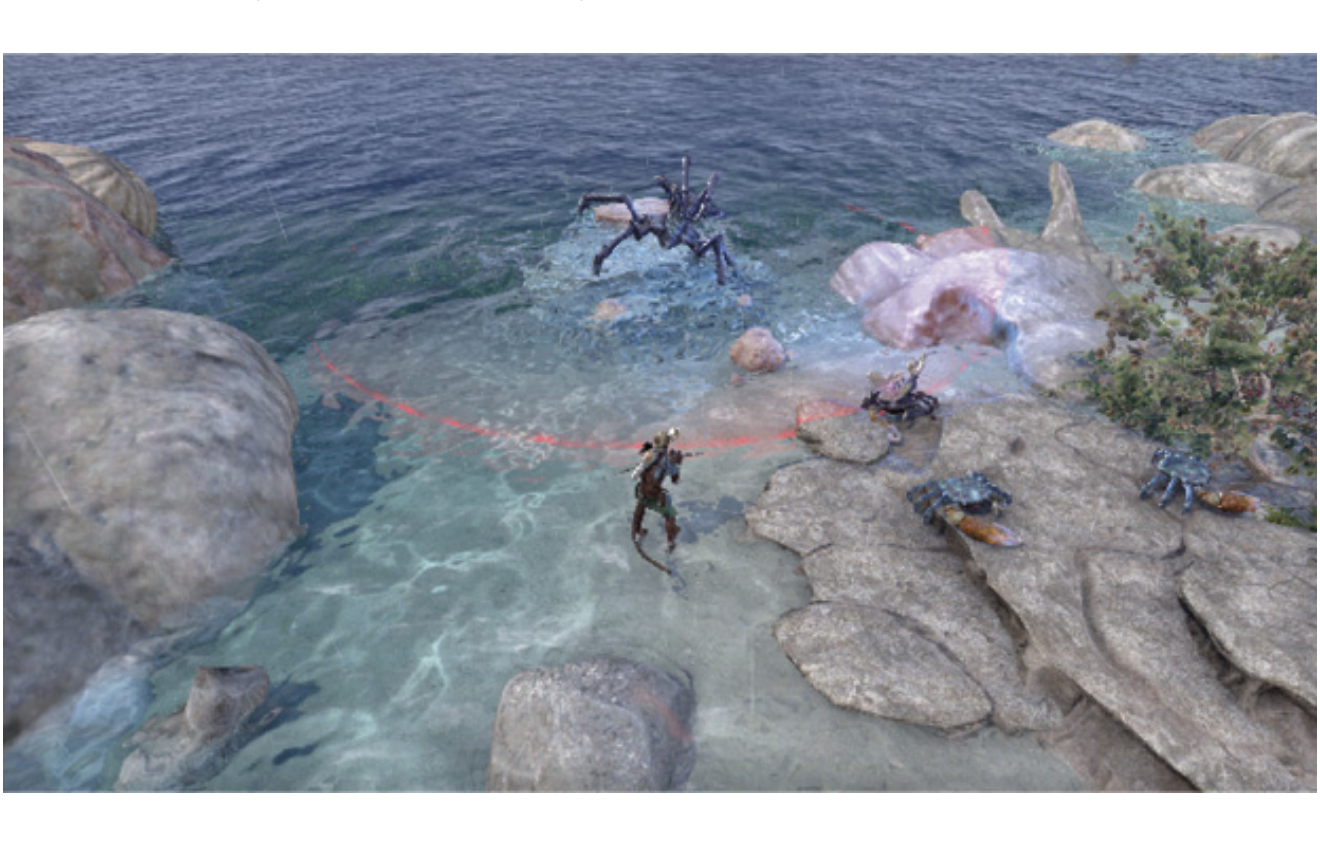
We found that picking up the "Sinking Summerset" quest made named bosses more likely to appear. For more information about that quest, see the back of the "Quests" section.

RUELLA MANY-CLAWS

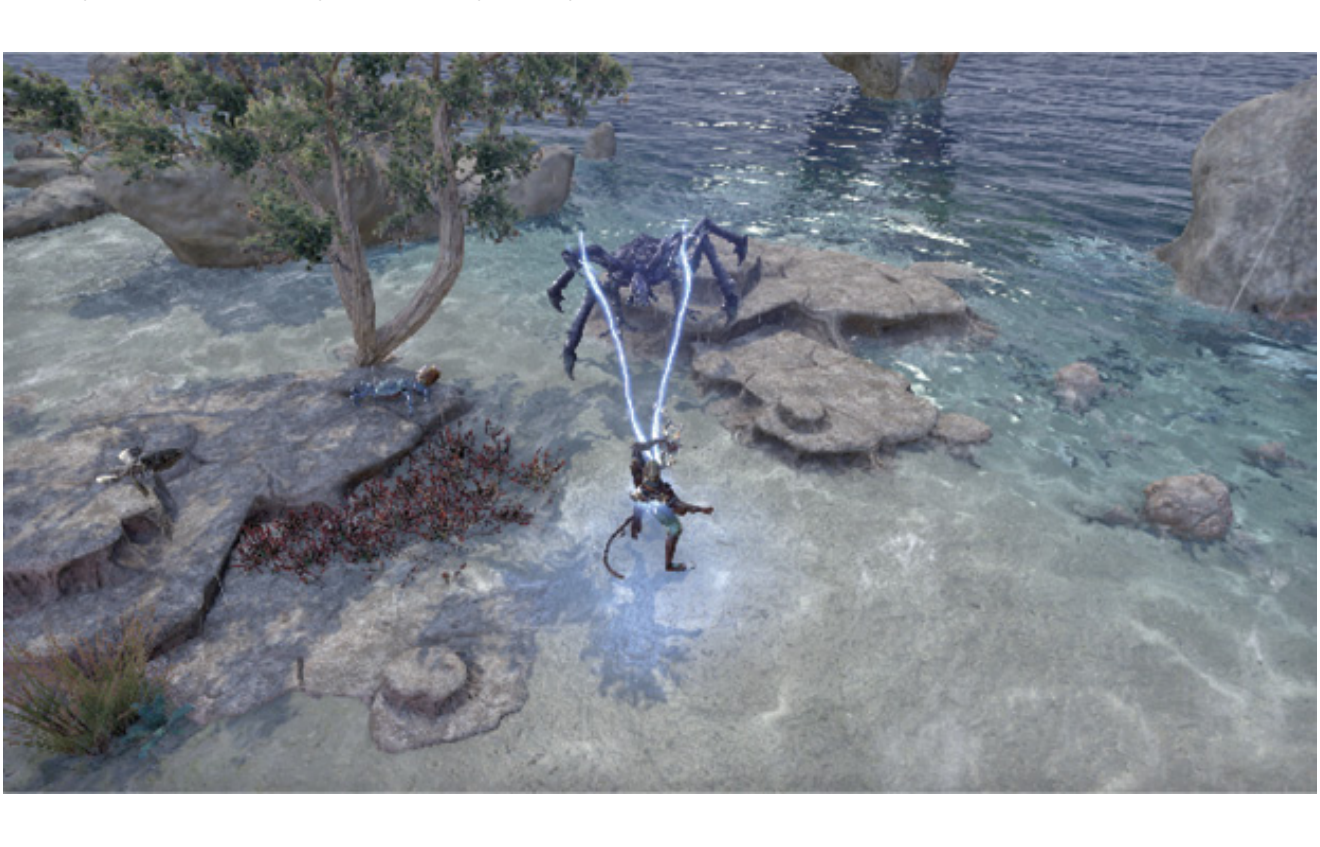


Ruella is definitely one of the more dangerous geyser bosses you'll encounter. She's lightning fast and can create a tornado that will pursue you and your teammates for large portions of the fight. If she gets in close, she'll hit you with a slew of claw jabs or one of her AoEs.

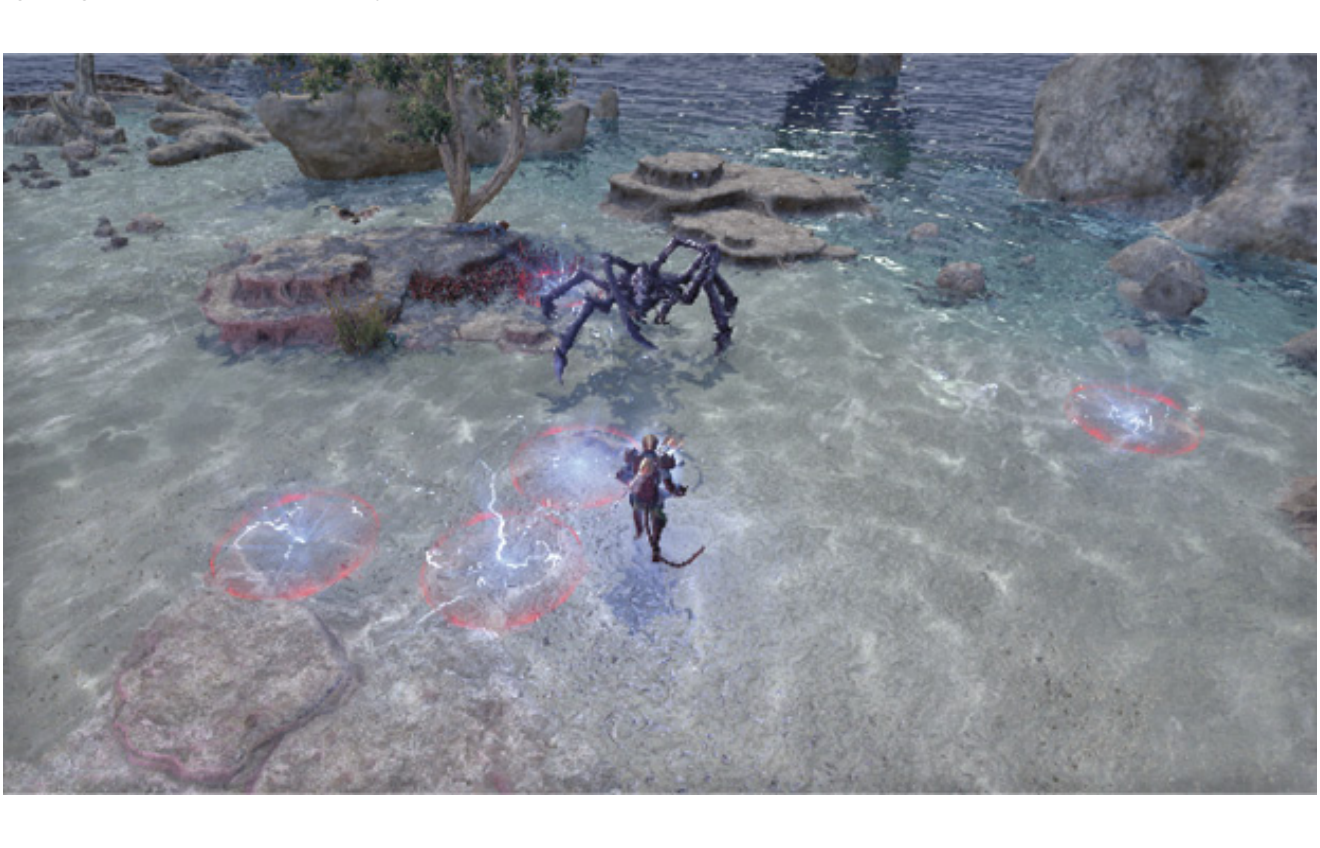
The tornado is created after Ruella performs a large AoE attack. When the AoE reaches its maximum size, a large group of lightning bolts will strike everywhere within it. The tornado will appear afterward and will continuously follow players. A tornado will appear every time she does this attack, so you can have more than one tornado on the field at a time.



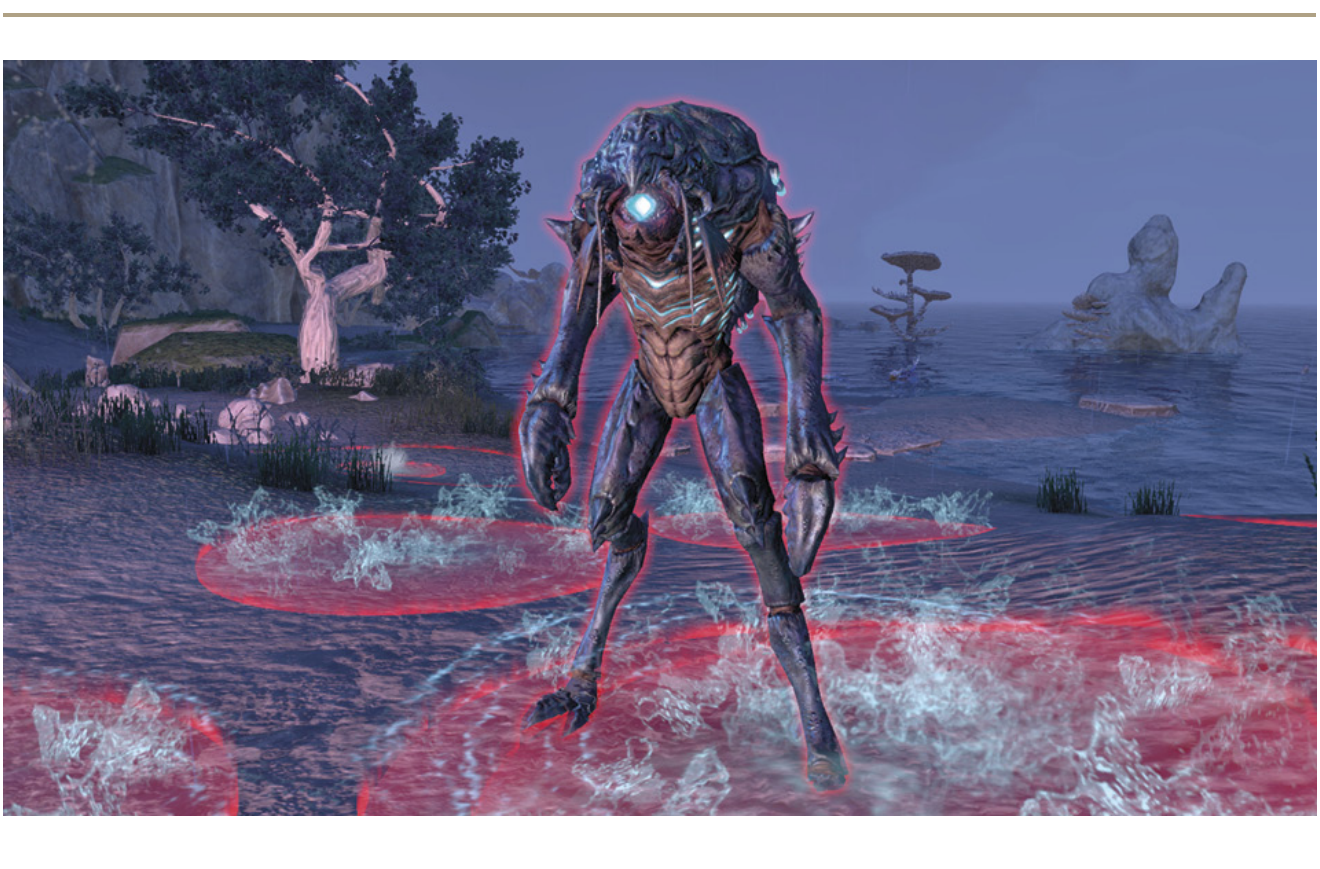
She'll occasionally shoot out a concentrated lightning beam, which will pull you toward her if it hits. You can't avoid this attack, so you'll need to block it if you want to avoid getting pulled. It won't set her up for a killing blow, so if it lands, don't panic. Collect yourself and back away from her and you'll be just fine.



Whenever she gets close to a player, she's liable to start pounding the ground with her claws, creating a flurry of small lightning AoEs that shoot off in every direction.

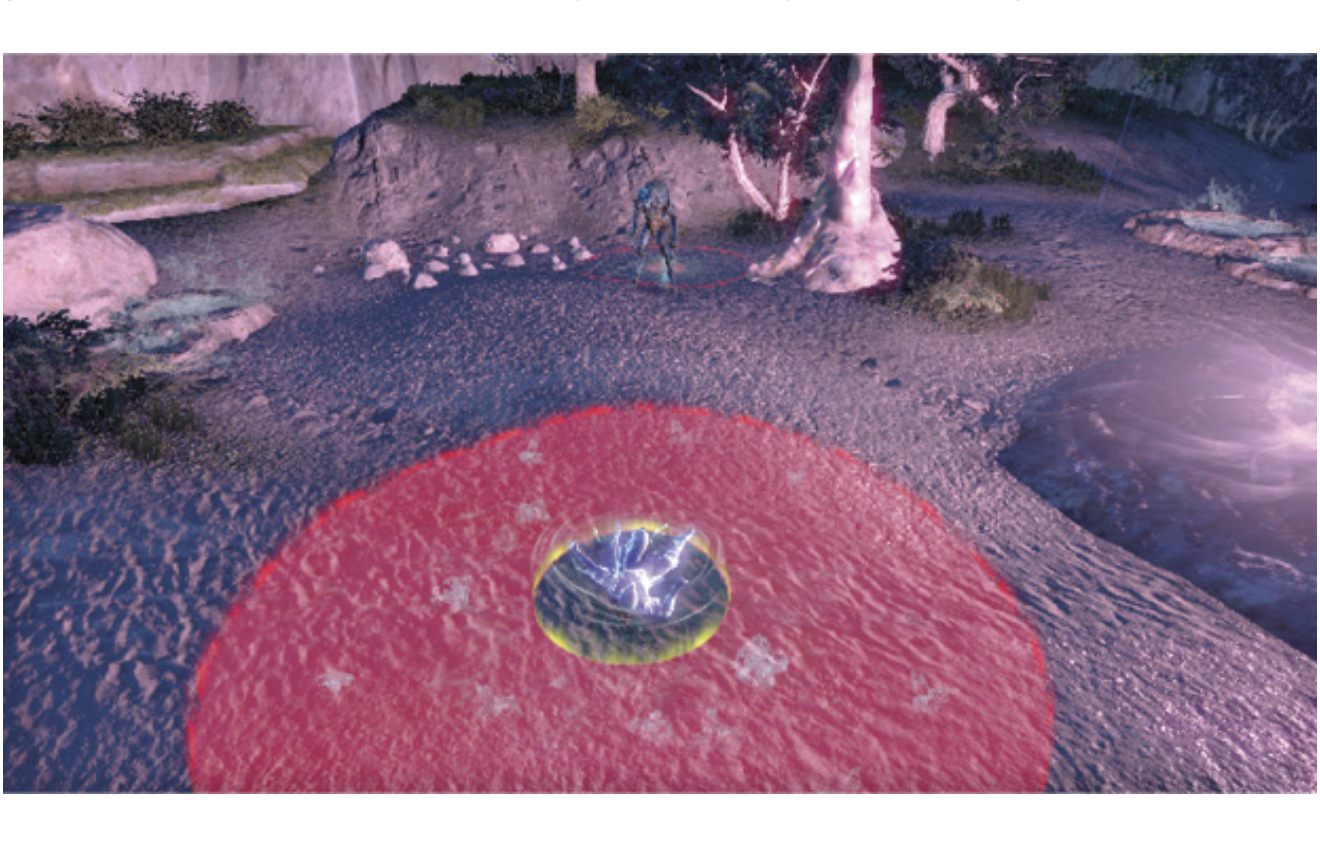


CHURUG OF THE ABYSS

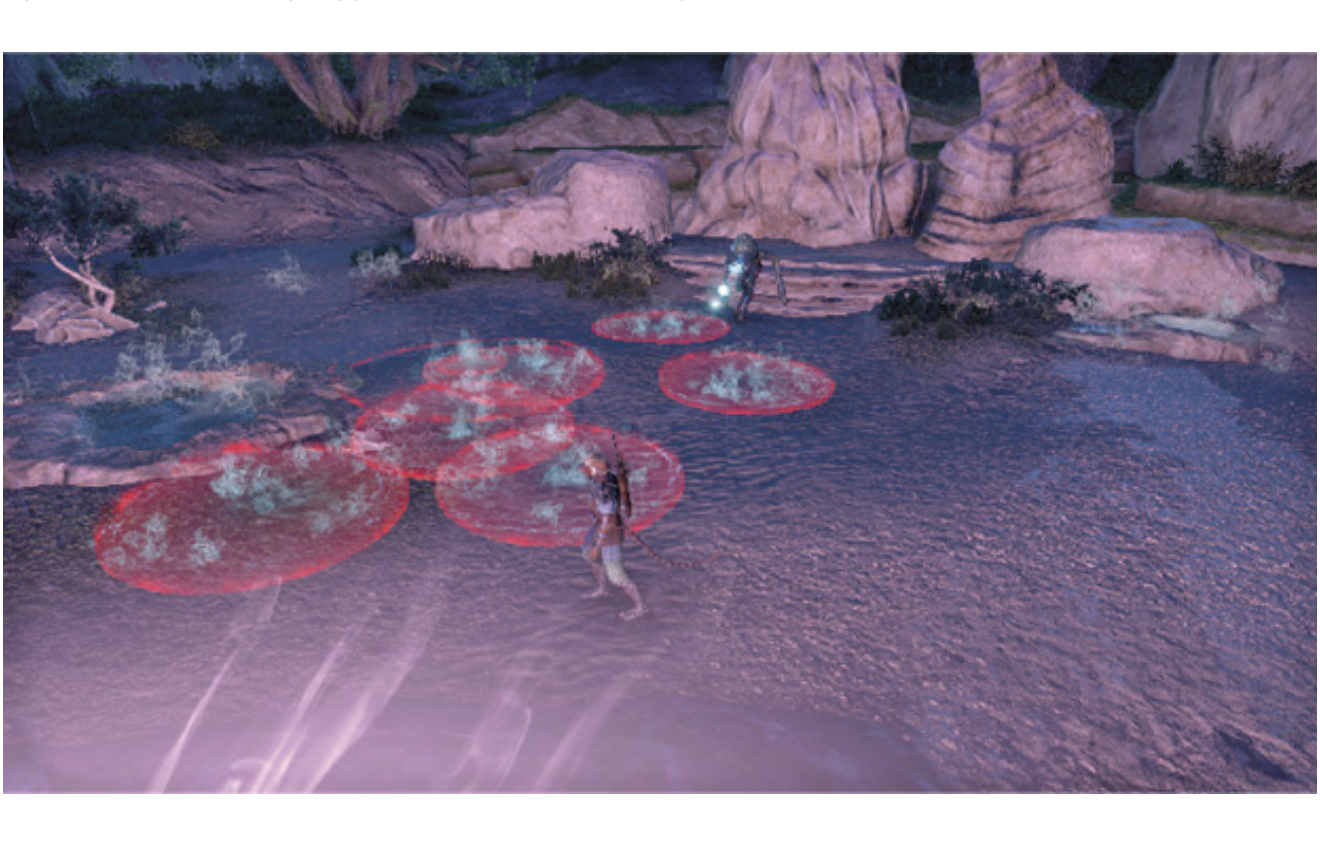


Churug will spend most of its time peppering you with lighter projectiles if you keep your distance from it. The second you step in toward it, it will begin dishing out the heavy stuff.

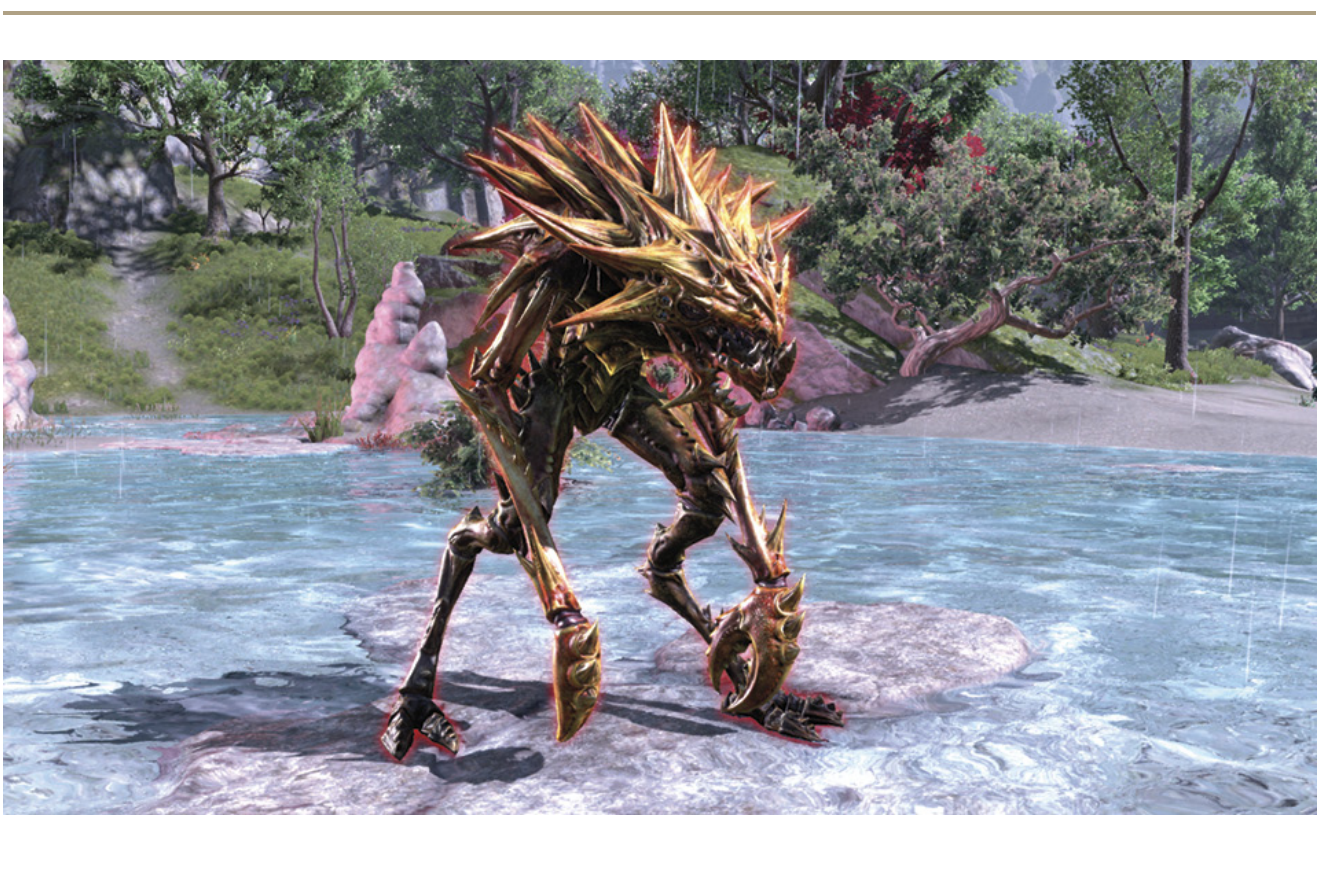
Its heavy attack will shoot a projectile at you that will knock you off your feet if you don't block it. After that, it will drop to the ground and create a donut-shaped AoE vortex around you that will slow anyone who walks through it.



Its interruptible attack will have it spit out a slew of projectiles in front of it, all of which will land on the ground and create a veritable minefield of AoEs. The spread on these is very narrow, so if you're not standing directly in front of Churug, you're not going to get hit by it. That being said, it will unleash this attack so fast that unless you're right on Churug and paying close attention, you're not going to get the chance to interrupt the attack. On top of that, the AoEs will stay on the field for a significant amount of time, giving you more to keep track of than you needed.

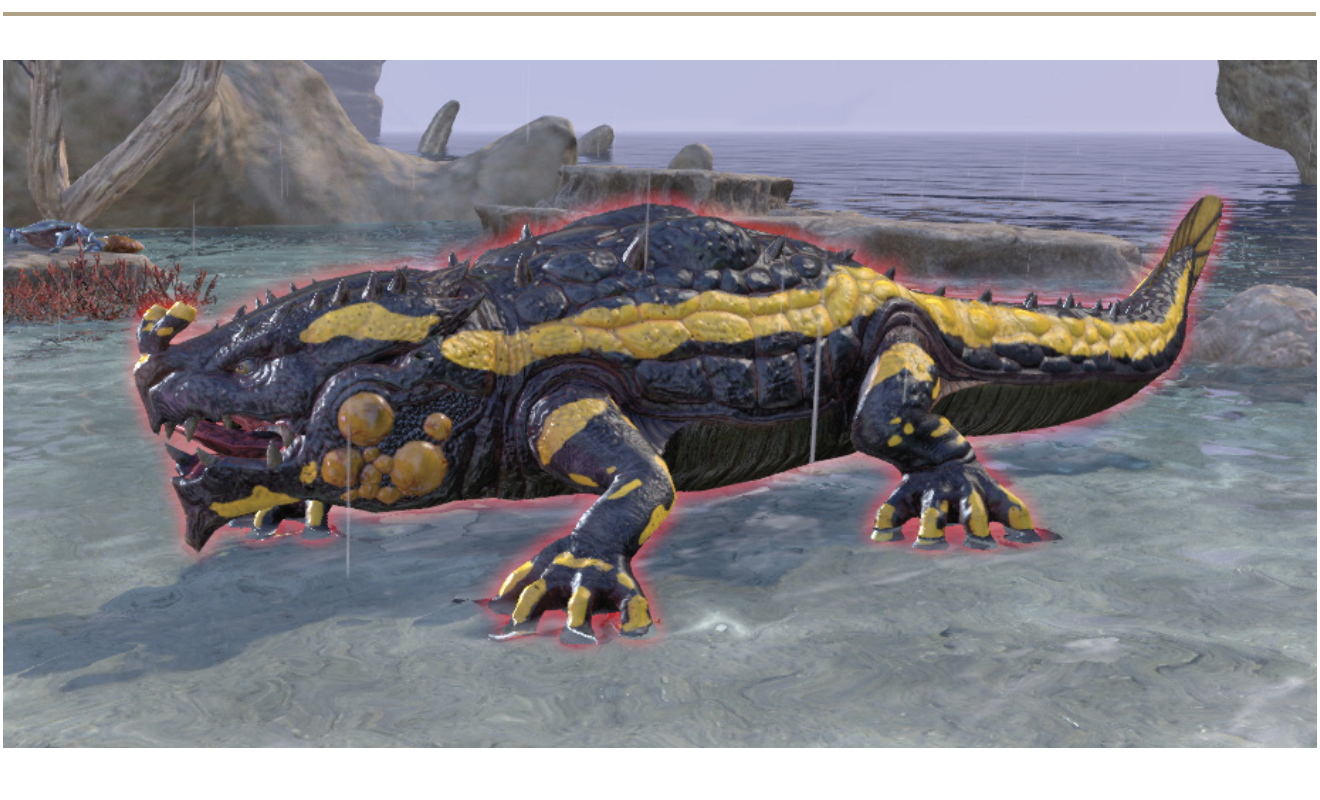


SHEEFAR OF THE DEPTHS



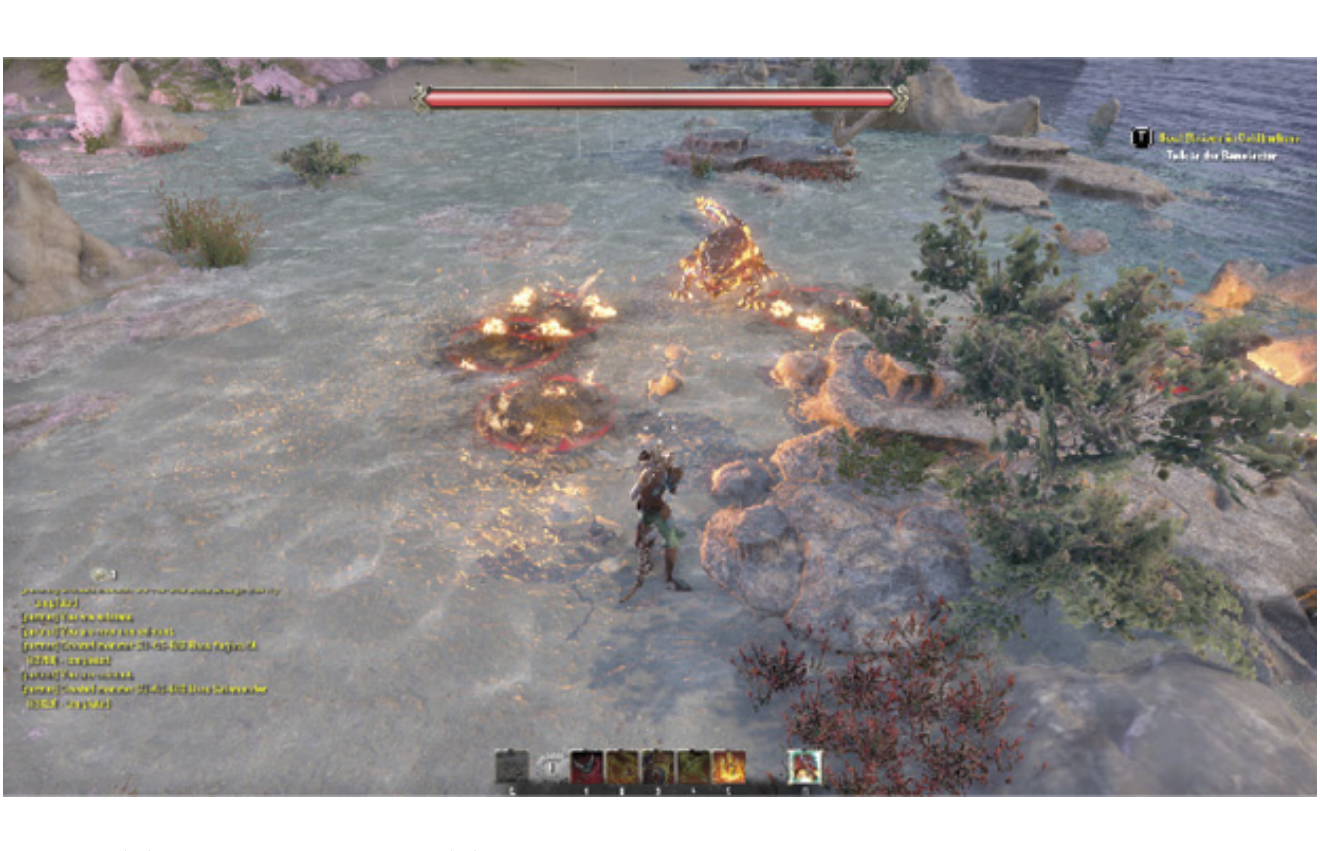
Sheefar is a slow-moving but aggressive combatant, focusing mostly on short-ranged attacks and medium-ranged AoEs. Its attacks aren't particularly hard to avoid, so long as you're paying close attention to the battlefield. Just keep your eyes peeled for its AoEs and you'll be fine; none of them are impossible to avoid or block.

GIRAWELL THE ERRATIC

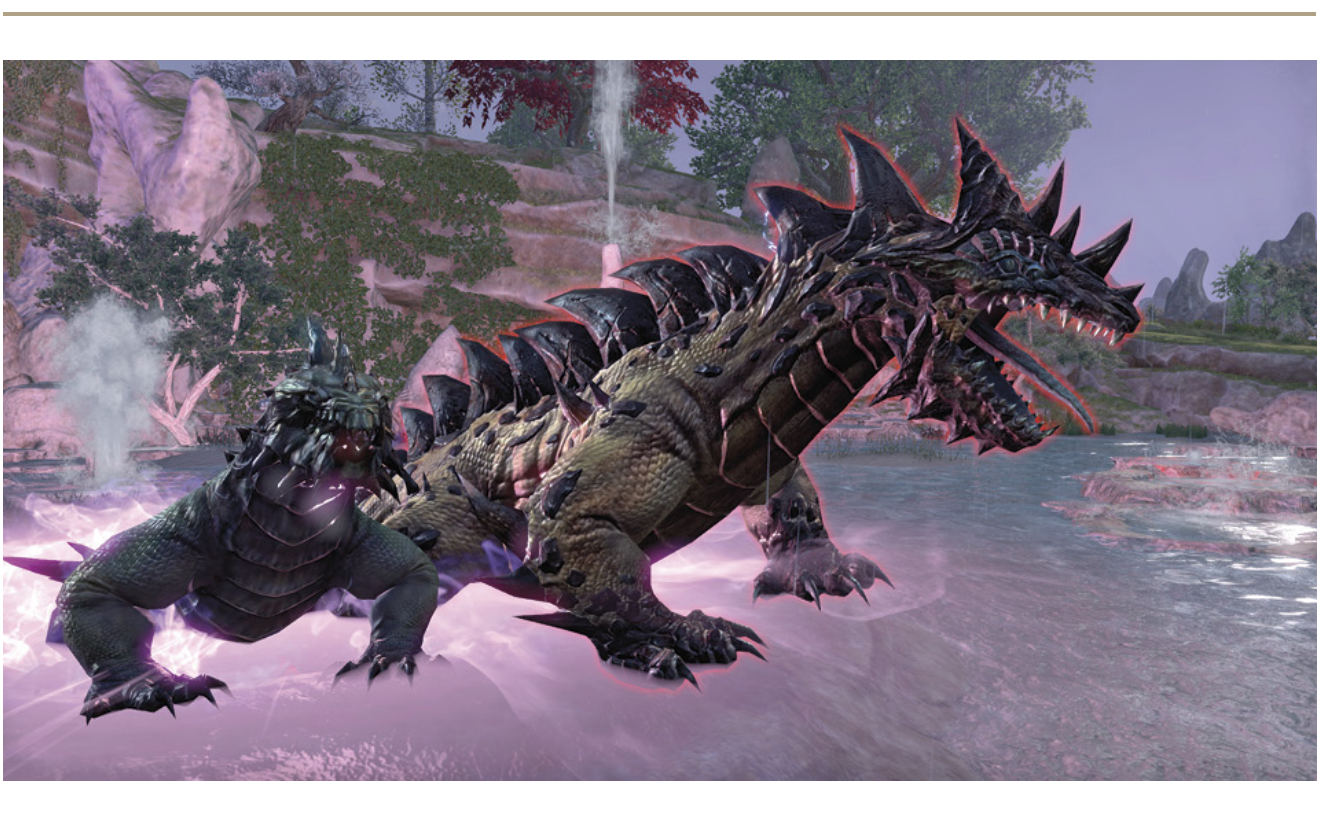


Girawell is pretty sluggish as far as geyser bosses are concerned, but it's that lack of speed that makes Girawell a little unpredictable. Most of its attacks are melee-based, but the few AoEs it performs can spread across the field unexpectedly.

The most common AoE Girawell will perform appears whenever it begins to shake. It will throw fireballs off its back that will create AoEs where they land. They're not hard to avoid once they've landed, but they can hit you with their wild, random arcs.

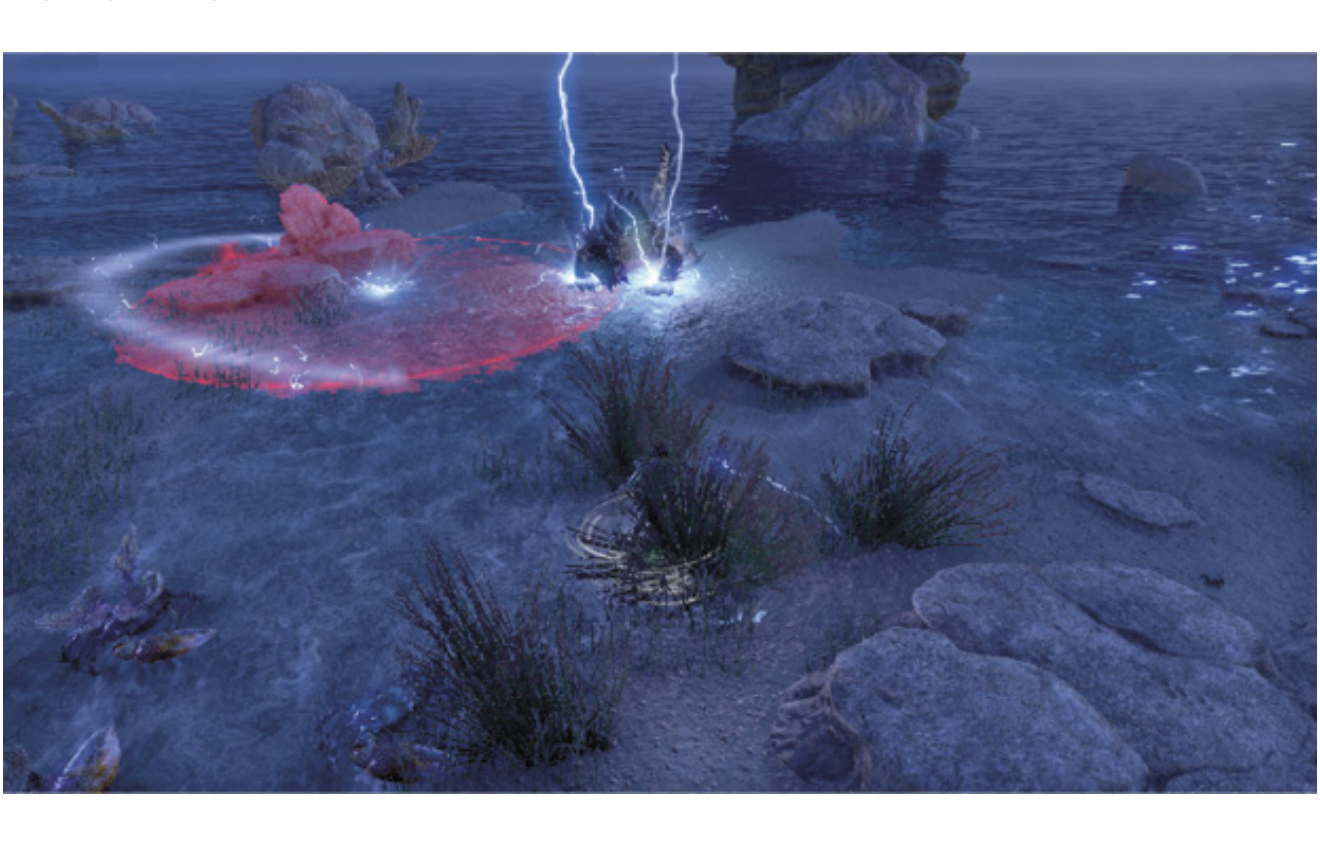


MUUSTIKAR WAVE-EATER

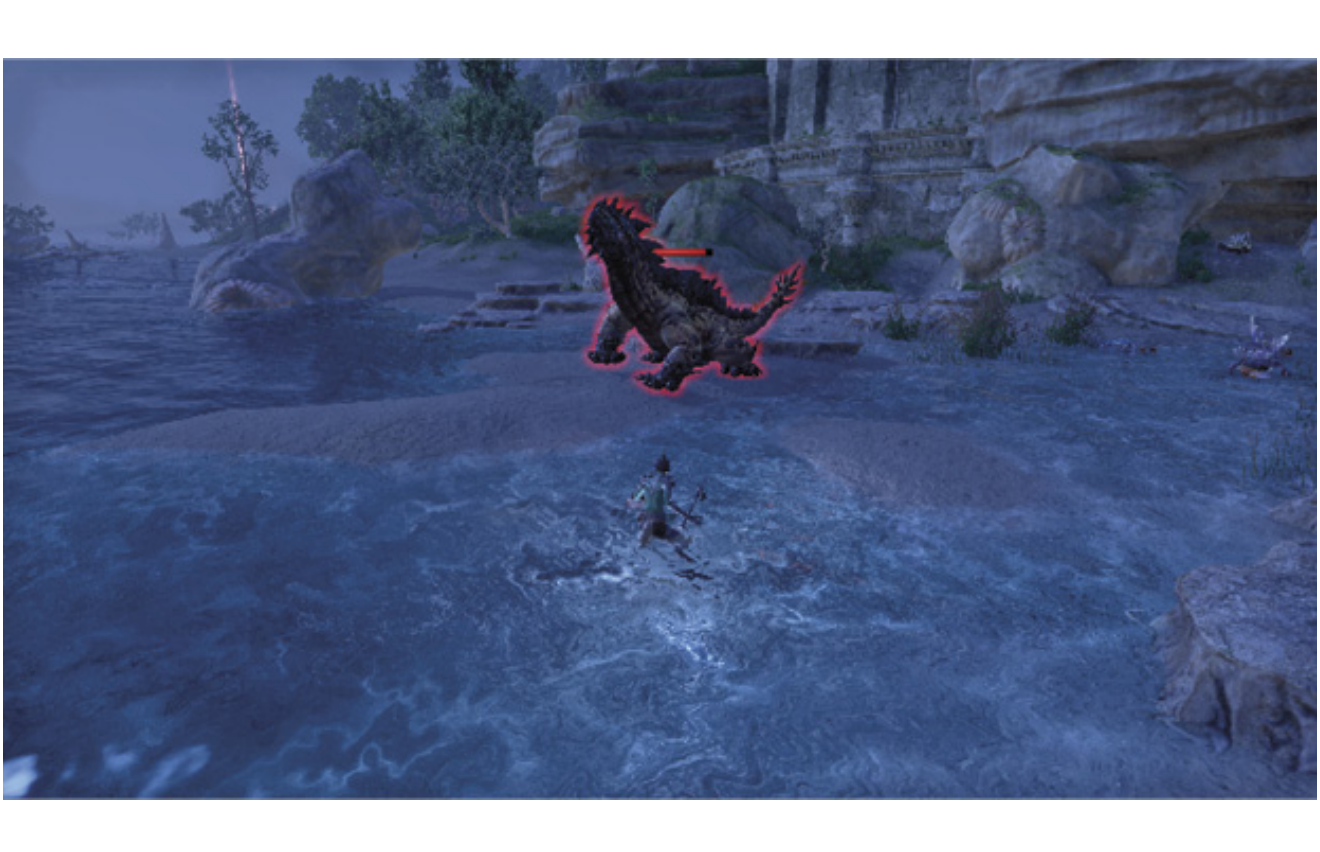


Muustikar relies on the power of lightning to attack its foes and it uses it well. It can—and will—send lightning flying every which way to hit you and your allies as frequently as it is able.

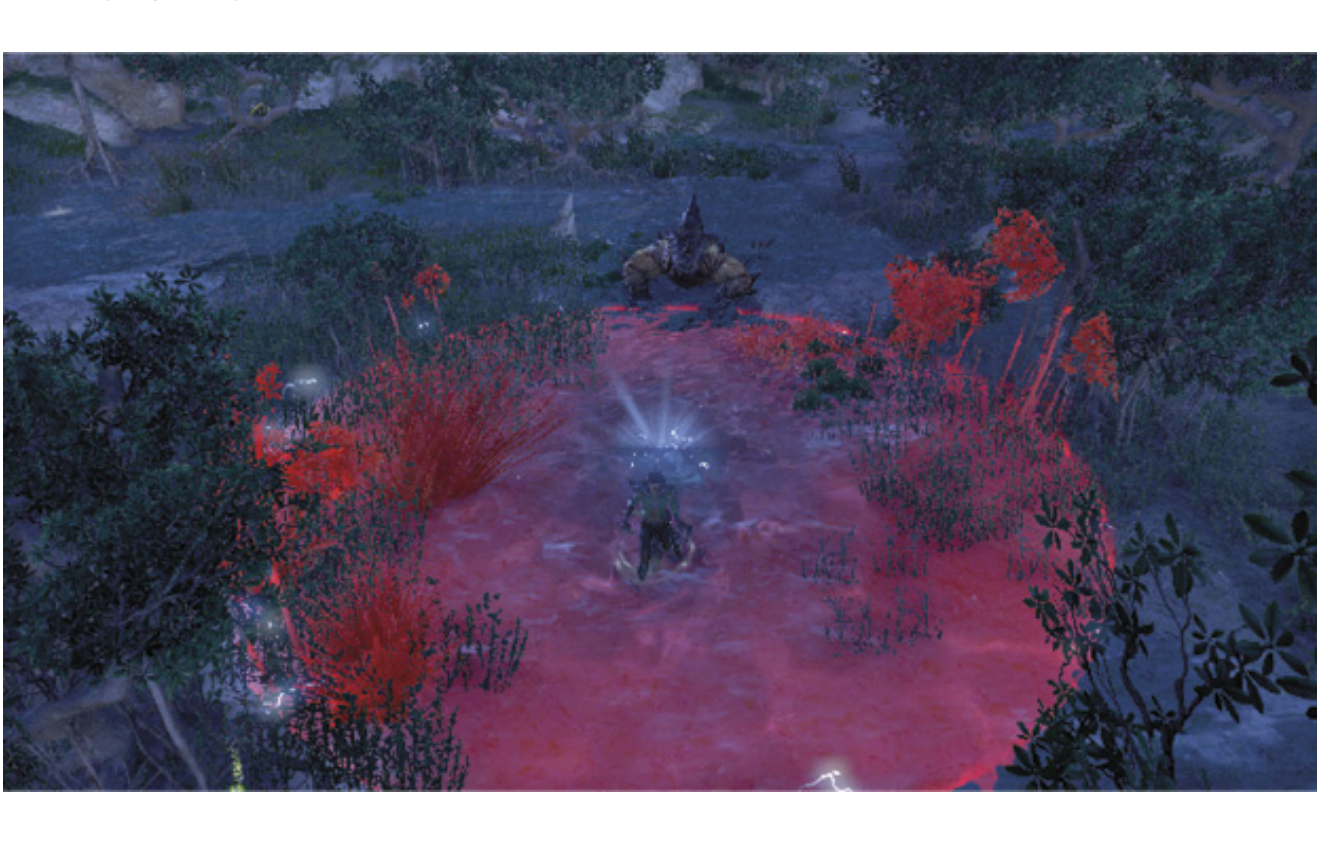
If you see it stomp its left foot, start blocking. It will immediately stomp its right foot afterward and send two undodgeable bolts of lightning at its target.



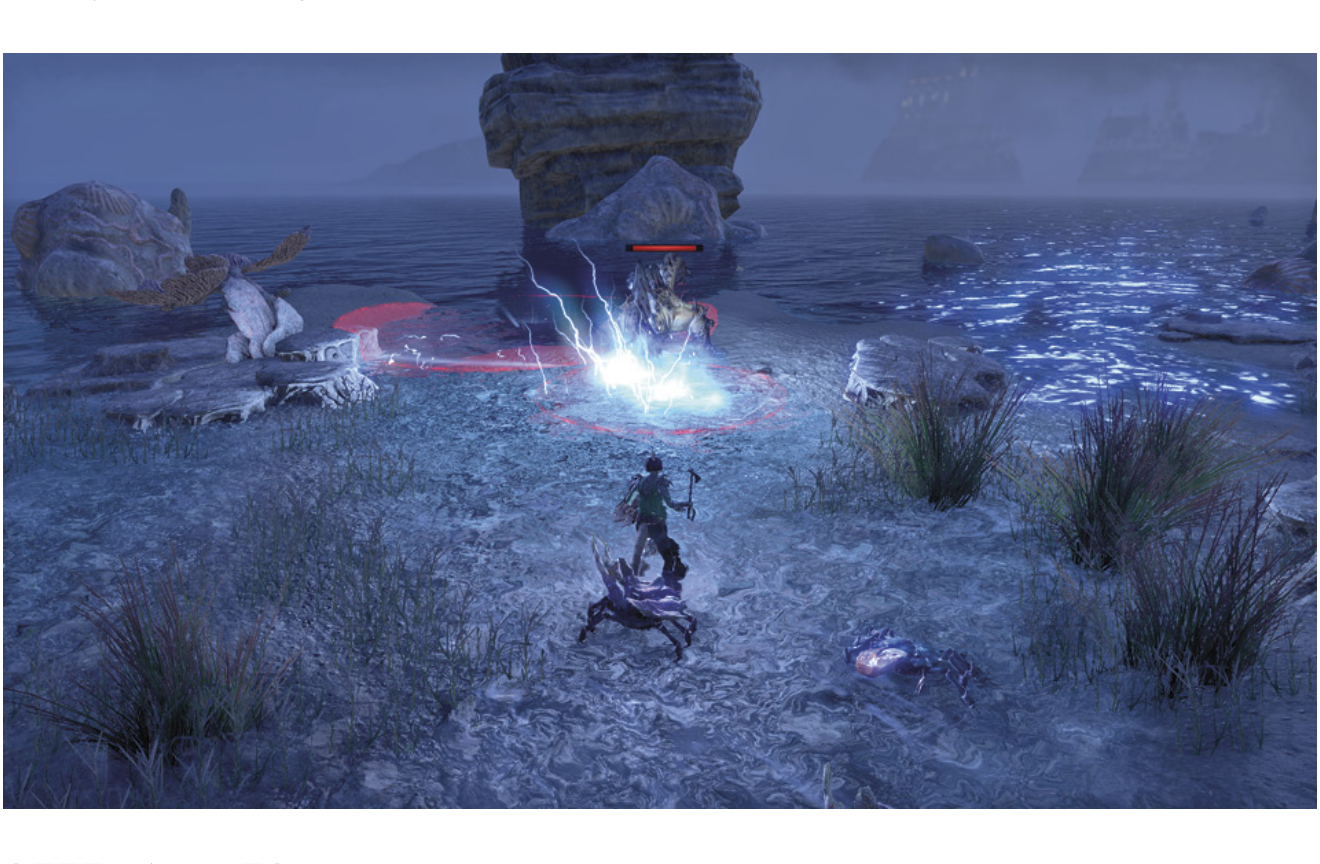
If it rears up, back away immediately. When it comes down to the ground, it will send out lightning AoEs in every direction around it.



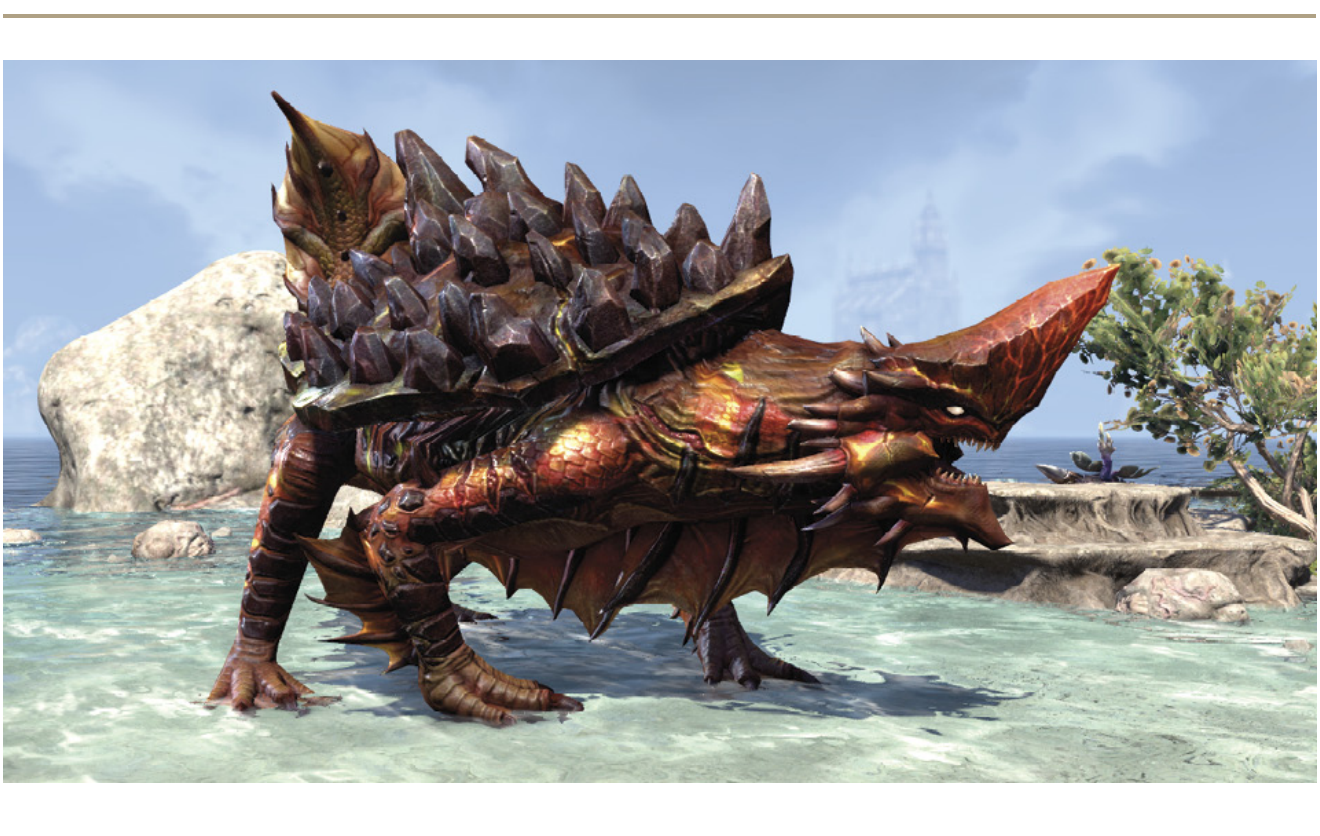
It will occasionally spit out a ball of lightning. You'll have very little warning, but if you see it, quickly block. If that attack hits its target, the ball will fall to the floor and create a large AoE with a movement speed debuff where it lands. This will be completely negated if you block the attack.



Aside from a basic bite attack, it can also shoot a large, singular AoE ball that travels a great distance and at high speed. If its back spines become illuminated with electricity, move away from the front of Muustikar's mouth. It's not hard to avoid this attack if you know it's coming.

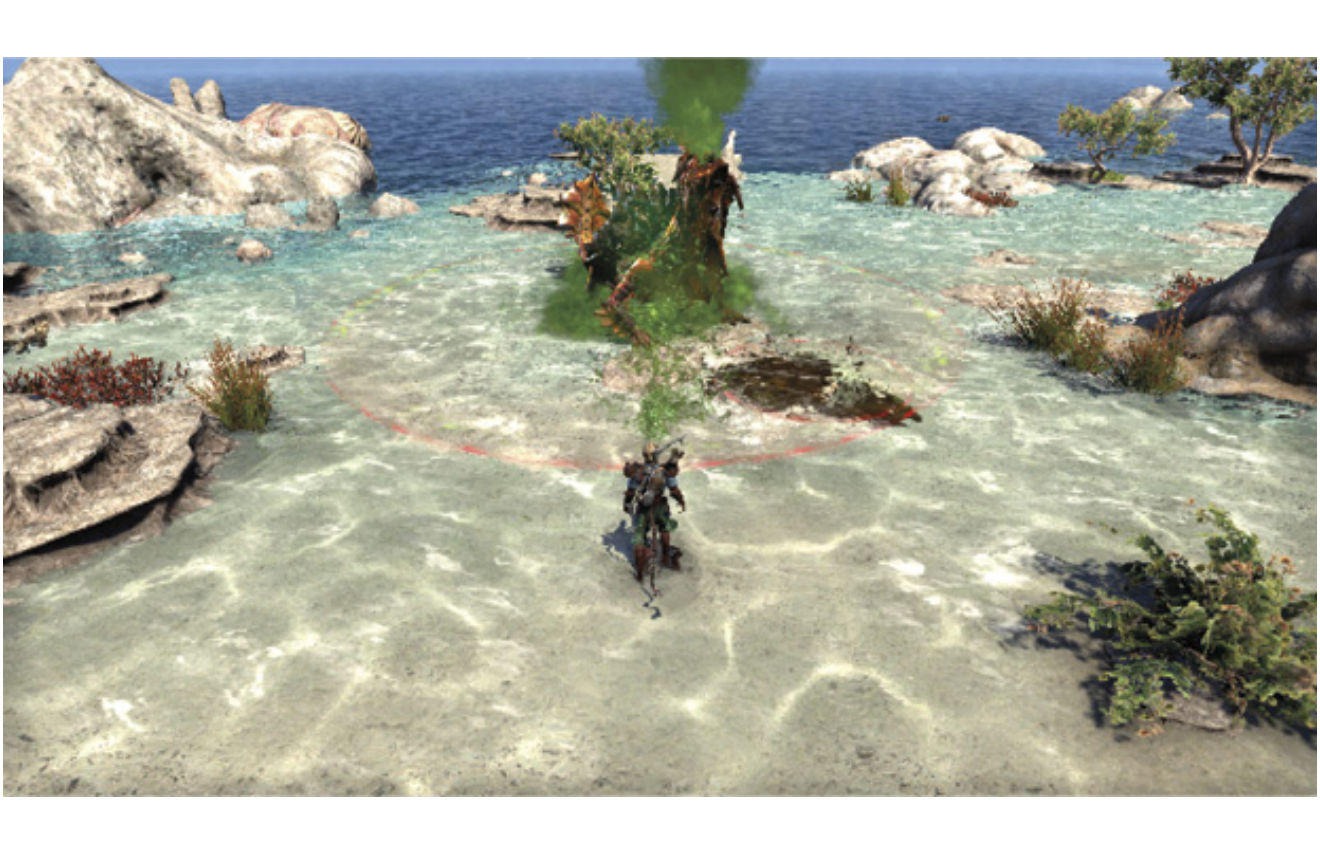


REEFHAMMER

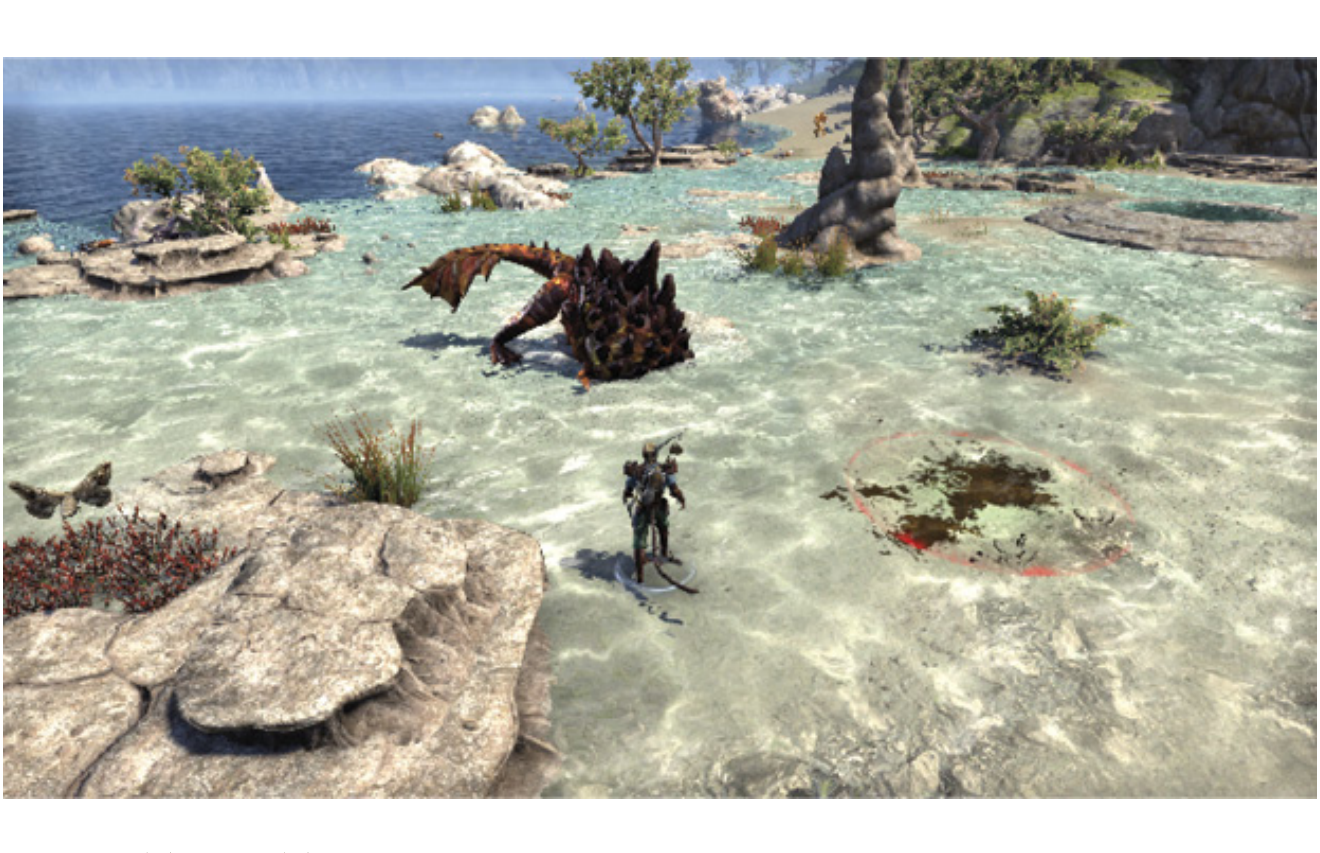


Reefhammer is a slower moving, turtle-like creature that uses wide-ranged attacks to make up for its rather slow movement. Its basic attack is a poison-spit projectile that will create an AoE on the ground if it hits its target. On top of that, it can swim and dig through the sand as if it were water.

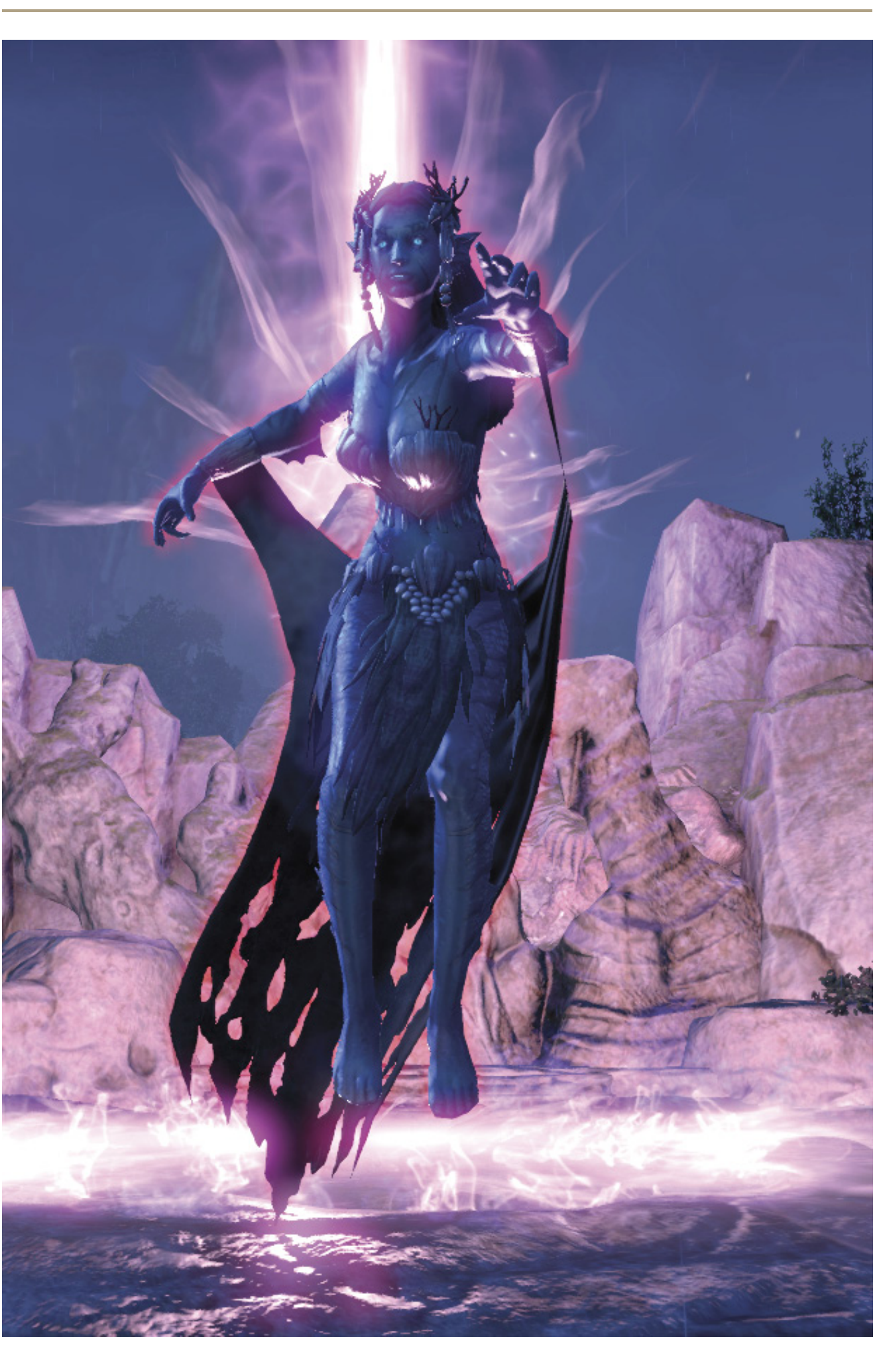
One of the easier moves to avoid is Reefhammer's poison fountain attack. It will stick its head straight up and begin spitting poison all around itself. Projectiles will shoot out of the poison pool toward you and your allies. They are easy to avoid, especially if you're melee-ranged, since Reefhammer's poison pool will prevent you from doing much else but avoid its attacks.



One of Reefhammer's tougher, faster moves comes after it digs into the sand, submerging its body about halfway. It will leap back out of the sand, launching five projectiles in a fork spread across the field. This attack comes out incredibly fast, so either get a good distance away from Reefhammer when it begins digging or get behind it and try to avoid taking damage from it.

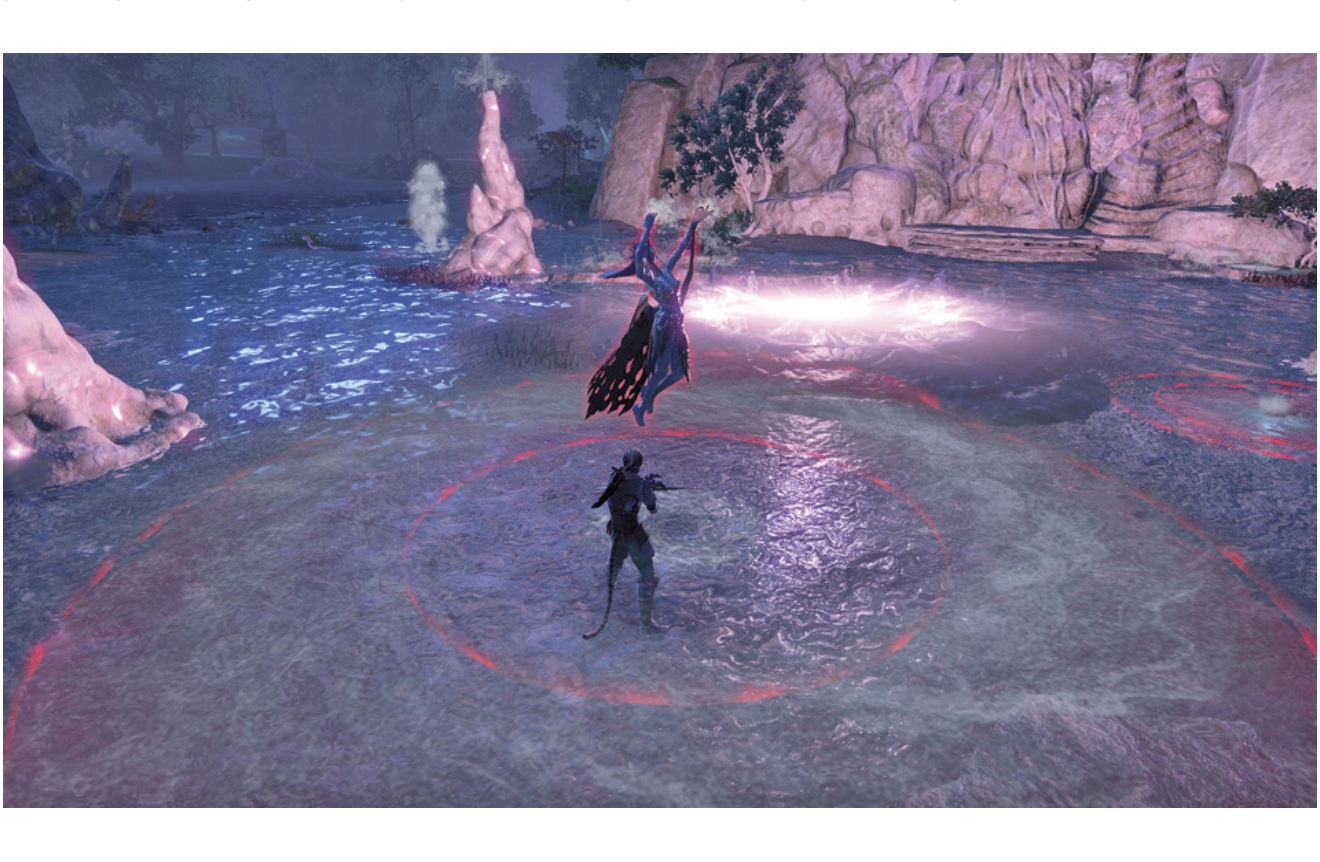


DARKSTORM THE ALLURING

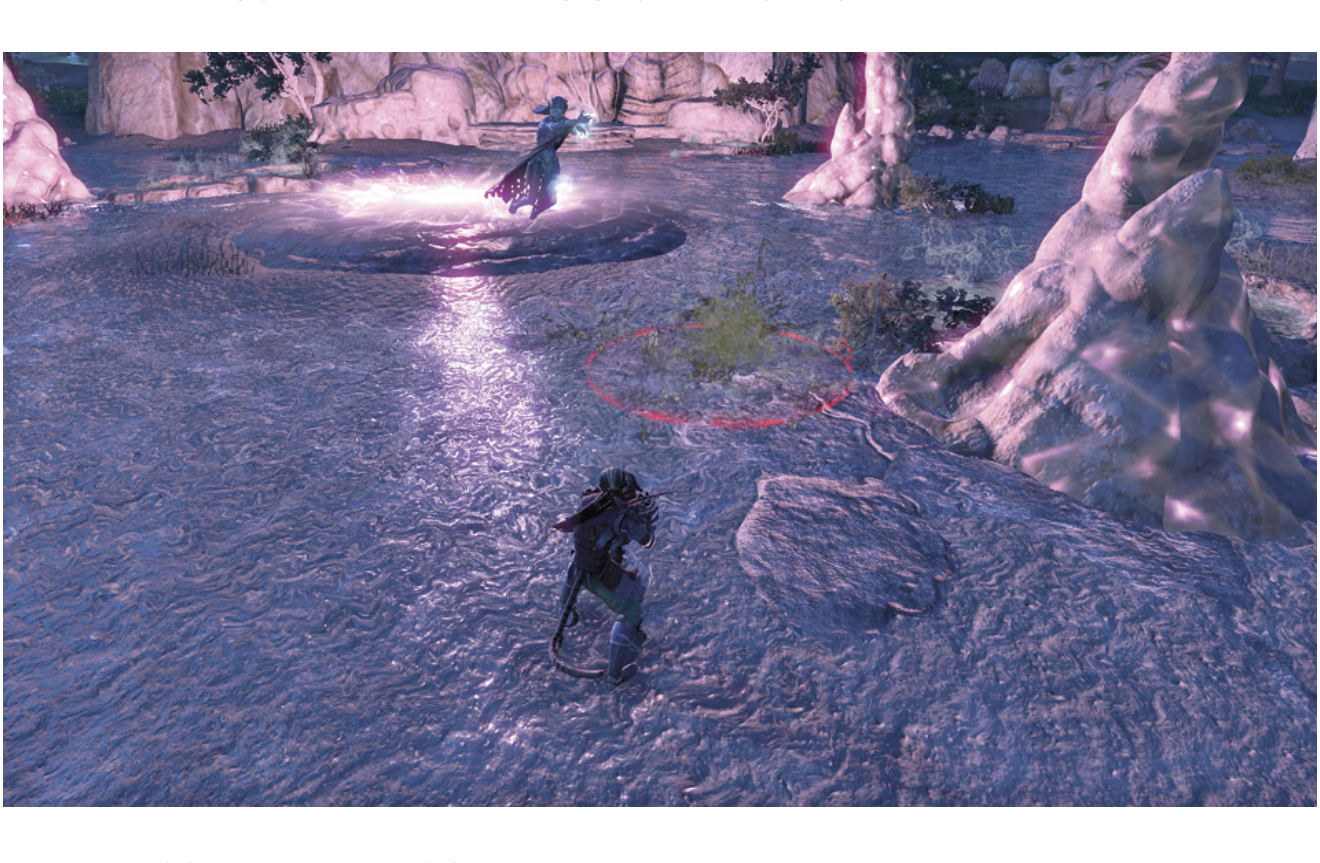


Darkstorm relies on ice and wind magic to root her foes or lower their movement speed. She can shoot a small icy tornado out toward a target that will split into four, shooting in different directions. If it hits a player, it will temporarily freeze them in their tracks. It's an easy move to avoid if you pay attention. The split can be easy to miss if you're not looking, but once the second set of projectiles passes you, you're home free.

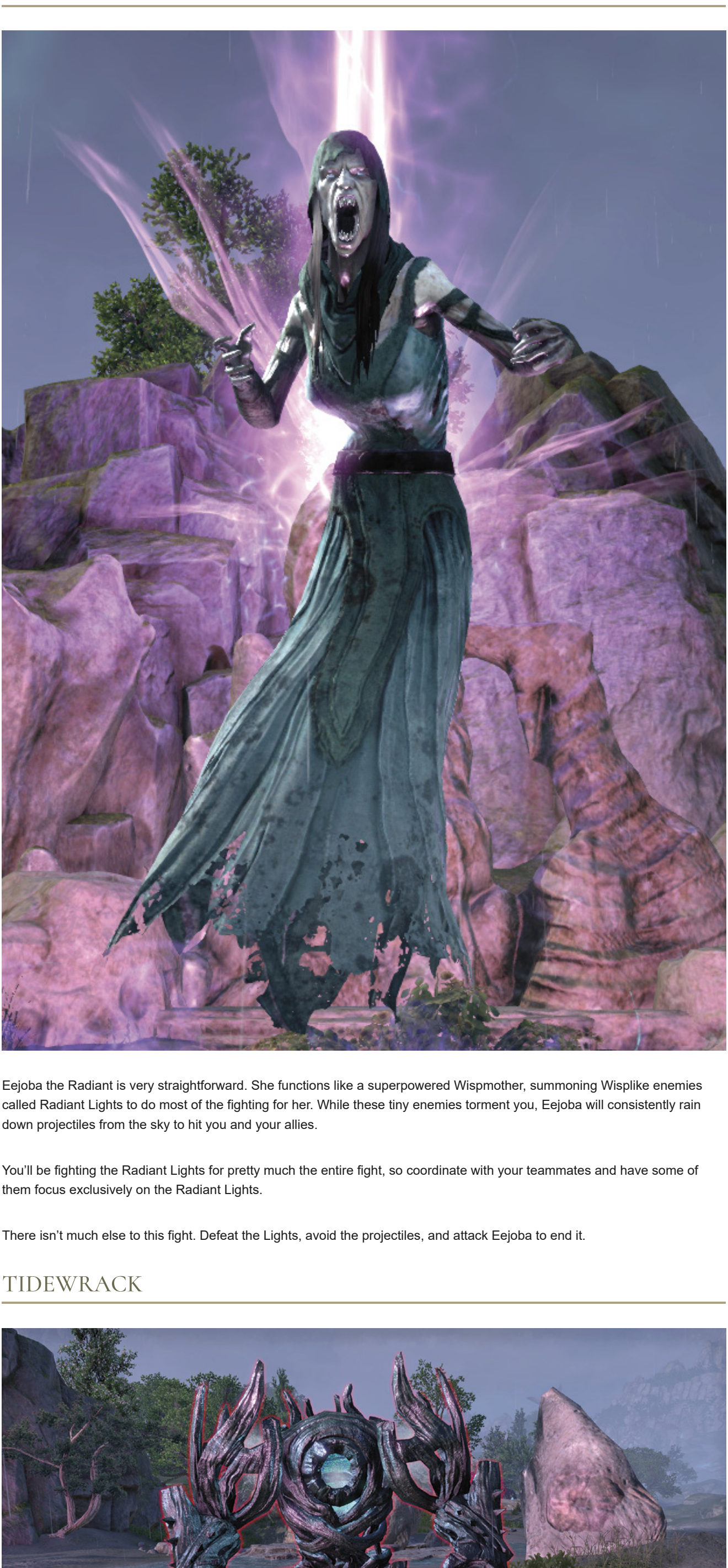
Darkstorm will also occasionally create a vortex around her. You'll have two different AoEs to contend with: a large circular one with a hole in the center surrounding Darkstorm and a smaller one inside the first one, directly underneath Darkstorm. If you're caught in the larger of the two, you'll be slowed nearly to a crawl until you're able to get out.



She'll also shoot a projectile directly at the floor, which will create a small AoE with a vortex in it. It won't move anywhere, but after a few seconds a geyser will burst out of it, damaging anyone unlucky enough to be in its burst radius.



EEJOBA THE RADIANT

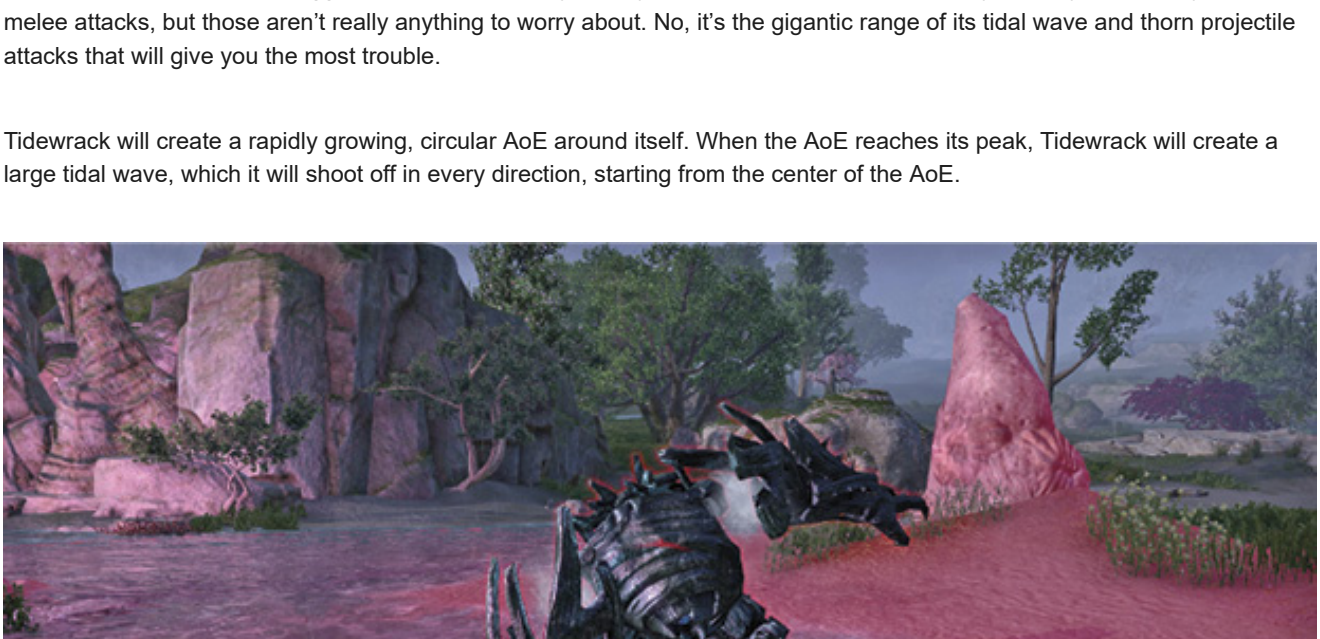


Eejoba the Radiant is very straightforward. She functions like a superpowered Wispmother, summoning Wisplike enemies called Radiant Lights to do most of the fighting for her. While these tiny enemies torment you, Eejoba will consistently rain down projectiles from the sky to hit you and your allies.

You'll be fighting the Radiant Lights for pretty much the entire fight, so coordinate with your teammates and have some of them focus exclusively on the Radiant Lights.

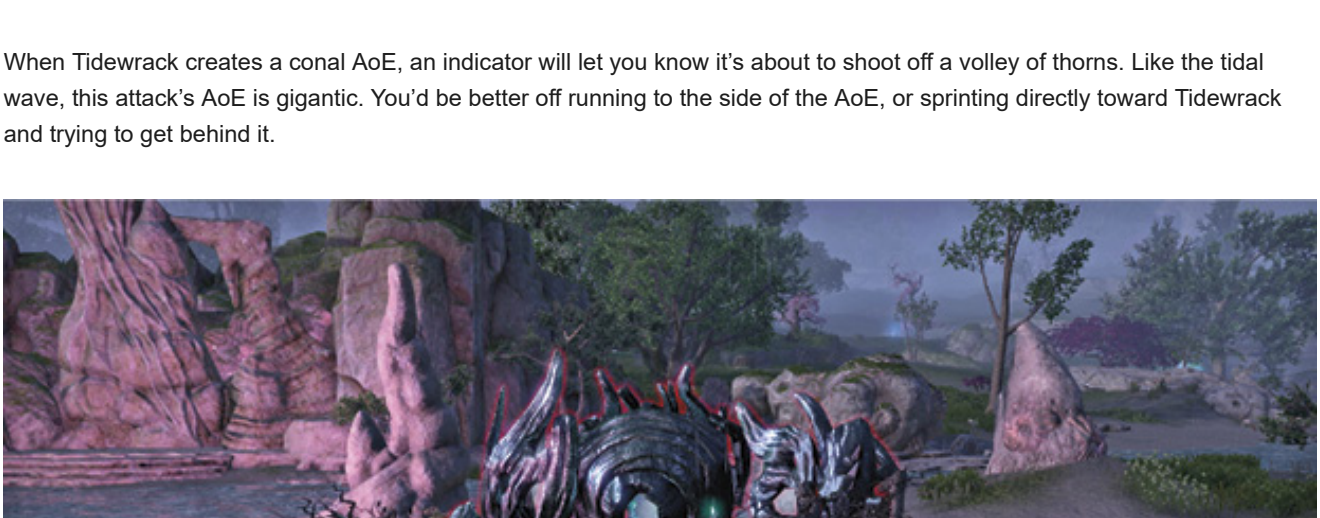
There isn't much else to this fight. Defeat the Lights, avoid the projectiles, and attack Eejoba to end it.

TIDEWRACK

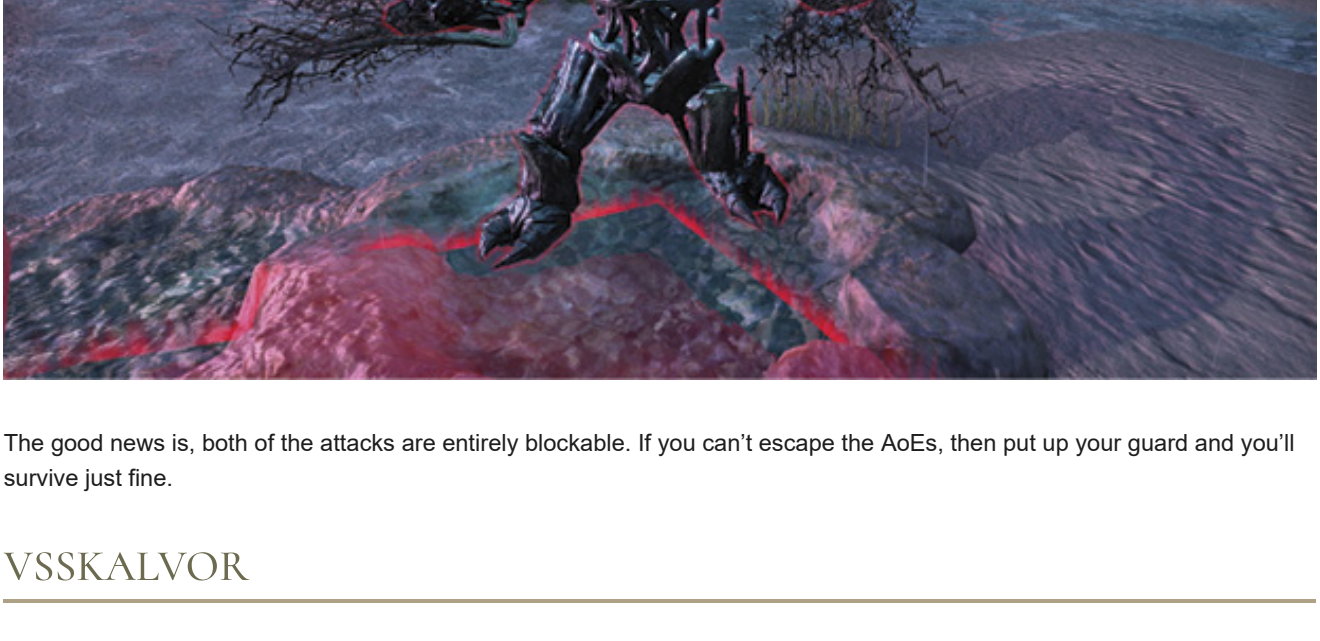


Tidewrack has some of the biggest AoE attacks of any enemy in Summerset. It will persistently chase you and hit you with melee attacks, but those aren't really anything to worry about. No, it's the gigantic range of its tidal wave and thorn projectile attacks that will give you the most trouble.

Tidewrack will create a rapidly growing, circular AoE around itself. When the AoE reaches its peak, Tidewrack will create a large tidal wave, which it will shoot off in every direction, starting from the center of the AoE.

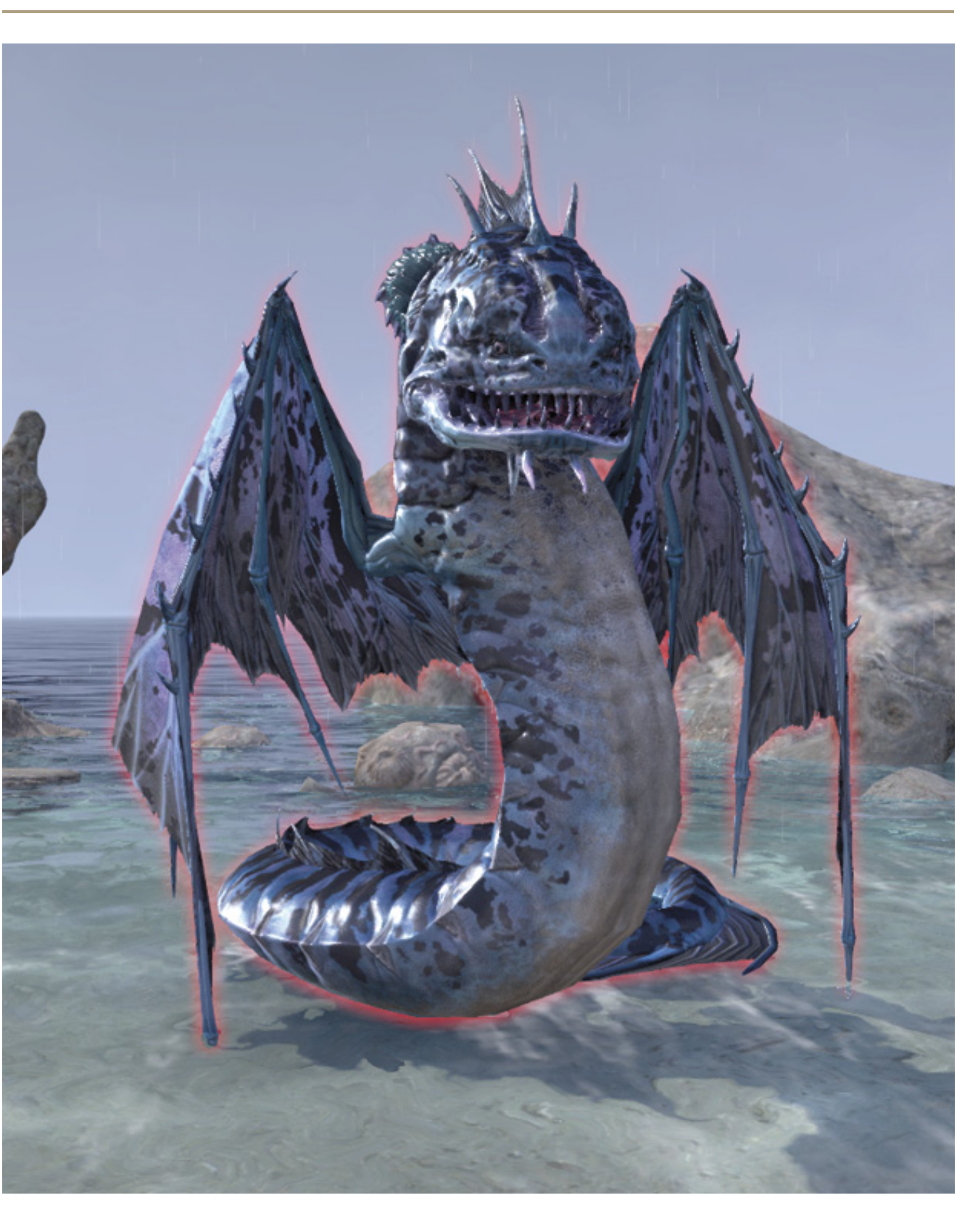


When Tidewrack creates a conal AoE, an indicator will let you know it's about to shoot off a volley of thorns. Like the tidal wave, this attack's AoE is gigantic. You'd be better off running to the side of the AoE, or sprinting directly toward Tidewrack and trying to get behind it.



The good news is, both of the attacks are entirely blockable. If you can't escape the AoEs, then put up your guard and you'll survive just fine.

VSSKALVOR

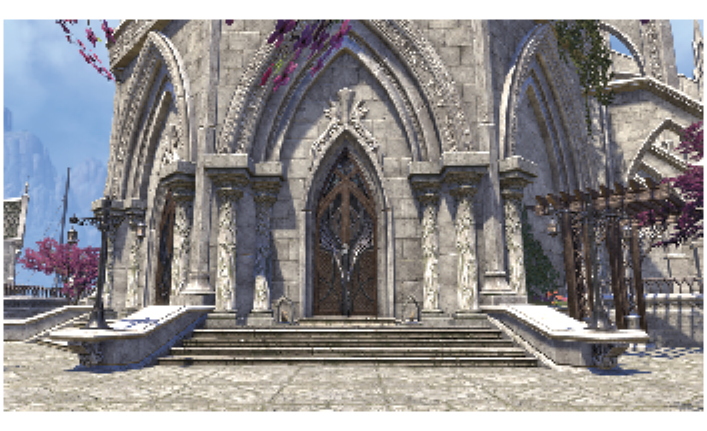


Vsskalvor isn't the most complicated enemy, but it can be quite ferocious. It will spend most of its time chasing you and your allies down for a quick bit, even soaring across the area to reach you. It will spit projectiles while at a distance, but it mostly insists on keeping things close. Stay out of its AoEs and block its melee attacks and you'll have this one dialed.

Quests

Quest Index

STORY QUESTS



#	TYPE	NAME
1	Main	The Mind Trap
2	Main	The Queen's Decree
3	Main	A Pearl of Great Price
4	Main	Buried Memories
5	Main	The Tower Sentinels
6	Main	The Dreaming Cave
7	Main	Lost in Translation
8	Main	A Necessary Alliance
9	Main	The Crystal Tower
10	Main	A New Alliance

SIDE QUESTS

#	TYPE	NAME
11	Side	A Duelist's Dilemma
12	Side	A Tale of Two Mothers *
13	Side	Aicessar's Invitation
14	Side	Bantering with Bandits
15	Side	Culture Clash
16	Side	Curinure's Invitation
17	Side	The Ebon Sanctum *
18	Side	The Forest Vandal
19	Side	Gjadil's Legacy
20	Side	Gryphon Grievance
21	Side	His Final Gift
22	Side	The Hylkynd's Heart
23	Side	Illusions of Grandeur *
24	Side	Lauriel's Lament *
25	Side	Lost Libations
26	Side	Manor of Masques *
27	Side	Murder in Lillandril *
28	Side	Obedience Issues
29	Side	Old Wounds *
30	Side	The Perils of Art
31	Side	Room to Spare
32	Side	The Taste of Fear *
33	Side	Untamed and Unleashed *
34	Side	Wasting Away *
35	Side	Storming the Walls *
36	Side	The Vaults of Moawita
37	Side	Whispers from the Deep
38	Daily (Solo)	The Divine Deputation
39	Daily (Group)	The Sickening Sea
40	Daily (Group)	Taming the Wild
41	Daily (Group)	The Abyssal Alchemist
42	Daily (Group)	Never Forgotten
43	Daily (Group)	Run Aground
44	Daily (Group)	Birds of a Feather
45	Daily (Group)	Sinking Summerset

DELVE QUESTS

#	TYPE	NAME
46	Archon's Grove	The Runaway's Tale
47	Daily (Solo): Archon's Grove	A Rose's Beauty
48	Tor-Hame-Khard	Pearls Before Traitors
49	Daily (Solo): Tor-Hame-Khard	Relic Run Around
50	Daily (Solo): Traitor's Vault	Struck From Memory
51	Traitor's Vault	Half-Formed Understandings
52	Daily (Solo): Wasten Coraldale	Culling Serpents
53	Wasten Coraldale	Lost at Sea
54	King's Haven Pass	Savage Truths
55	Daily (Solo): King's Haven Pass	Pilgrimage's End
56	Eton Nir Grotto	Looting the Light
57	Daily (Solo): Eton Nir Grotto	Snuffing Out the Light

DUNGEON QUESTS

#	DUNGEON	NAME
58	Sunhold	Sunhold Sundered
59	Karnwasten	An Unexpected Betrayal
60	Karnwasten	The Abyssal Cabal
61	Cloudrest	Checking on Cloudrest
62	Cloudrest	Woe of the Welkynars

POINTS OF INTEREST

Quests marked with * are also Objective quests that complete a POI.

Story Quests

Introduction

Summerset is a large island that you'll explore fully as you traverse it while completing quests. You'll find a variety of new quests in the form of the new Summerset main story line and a myriad of side quests, all of which we'll be covering in this section of the book.

Our goal is to keep this section as spoiler-free as possible, but be warned that there are still screenshots and objective descriptions that will reveal more than you might want. To avoid potentially spoiling things for yourself, do your best to stick only to the quests you're currently trying to complete. The story line quests are organized by order of appearance, while the side quests are presented largely in alphabetical order. Quest Steps (◇) are numbered to help keep you on track.

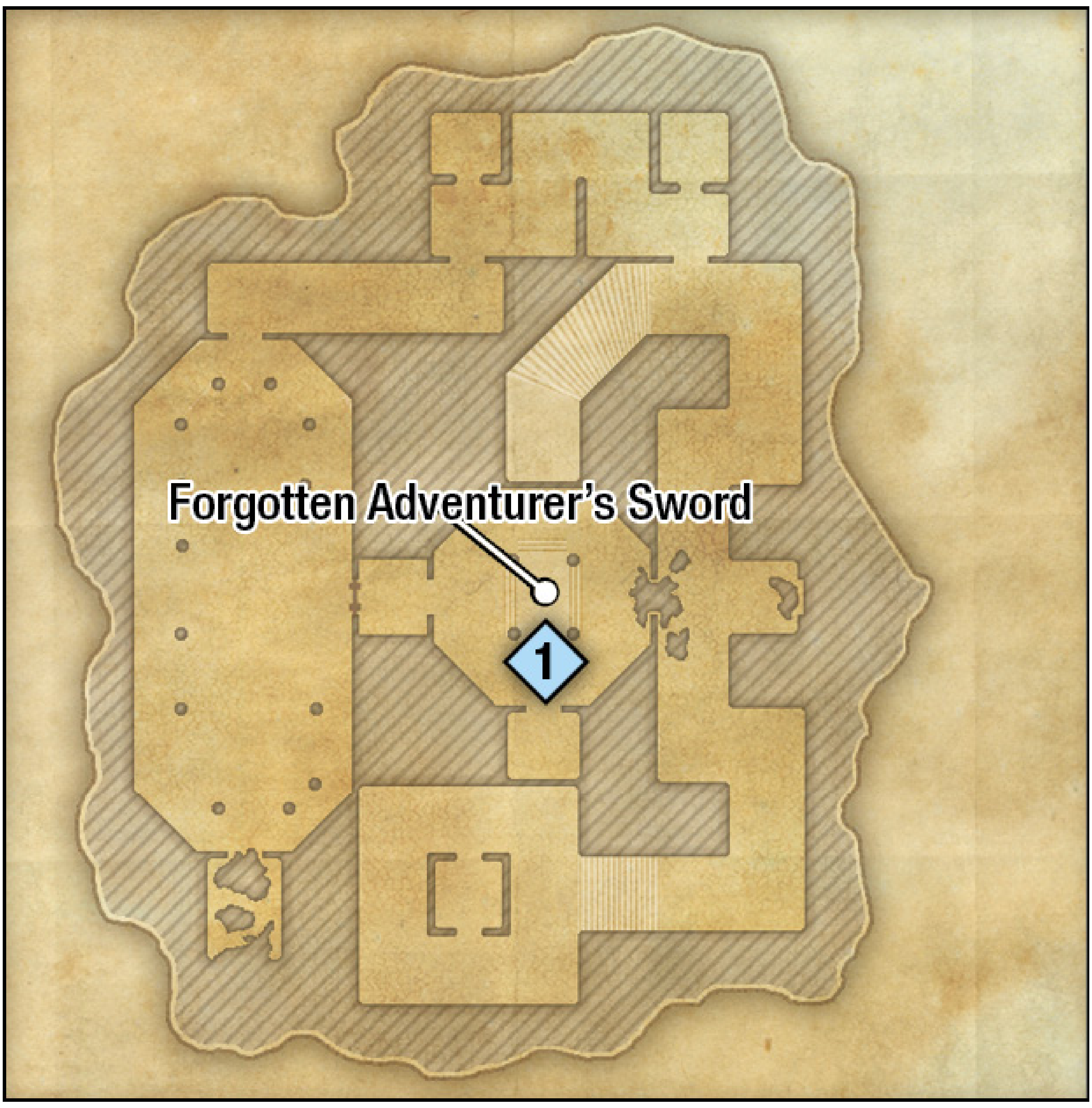
The ten main quests on Summerset (not including the tutorial quest "The Mind Trap") center around the growing threat of the Sea Sload and the mysterious Abyssal Pearls that seem to control their Yaghra. There is also a great deal of unrest due to the Queen's decision to open the borders of Summerset to foreigners, a decision that has been received as dangerous and likely to destroy the Altmer way of living. Your first quest starts near Shimmerene. You've got a long road ahead of you with plenty of surprises, so don't delay!

The Mind Trap

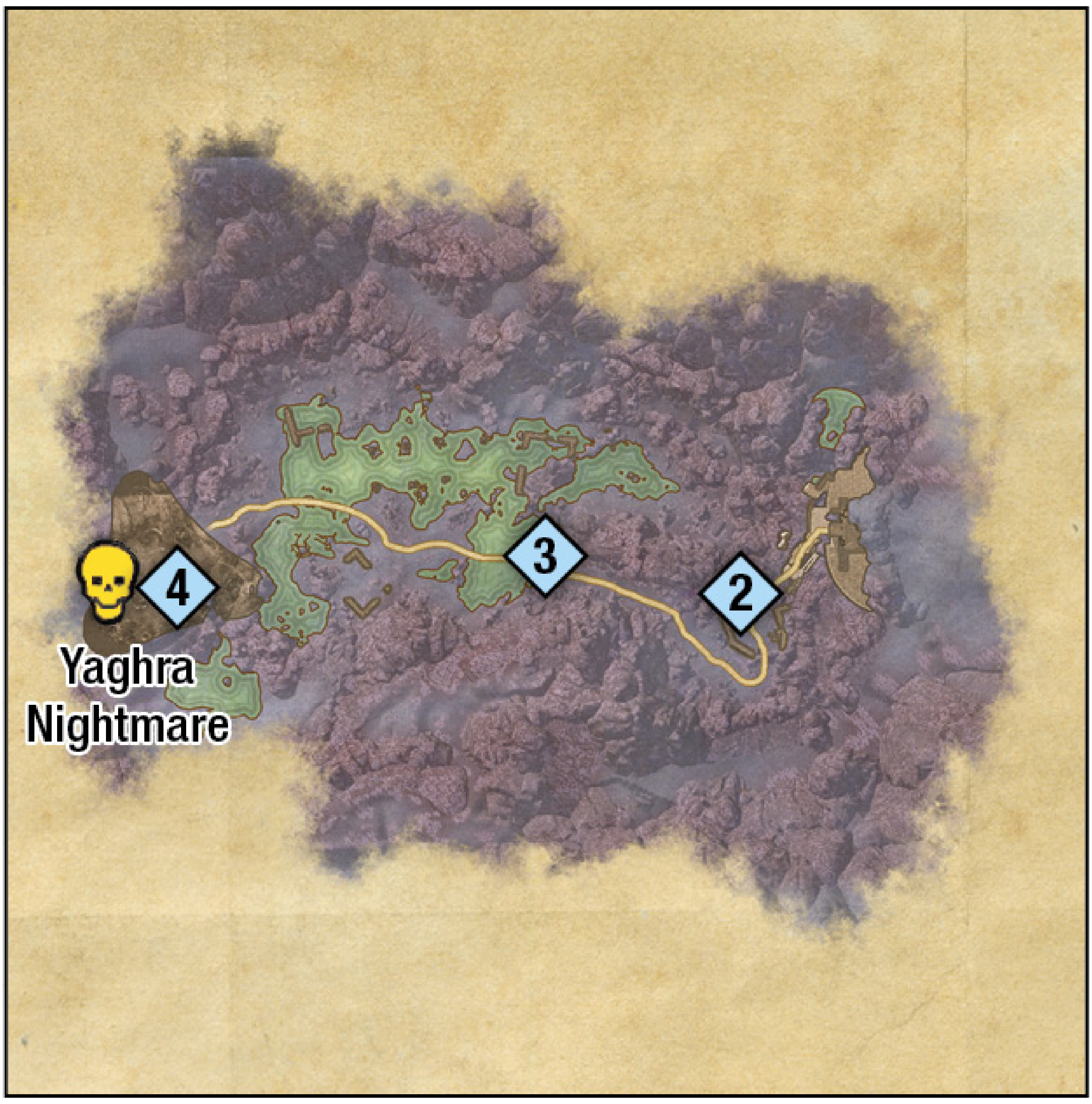
Description: You wake up in the Eldbur Ruins where a mysterious woman named Oriandra calls to you. It would seem that you've become trapped in a sort of psychic prison that she refers to as a "Mind Trap." Follow her instruction to break free and escape from your captors.

LEARN THE ROPES

If you're new to the game, you'll have to play through this quest as a tutorial. We won't be covering the objectives for this quest, as all of them are meant to acclimate you to the game and its mechanics. This tutorial quest does a solid job of showing you the basics. For recommendations on how to defeat the Yaghra Spewer you encounter, consult the Bestiary chapter.



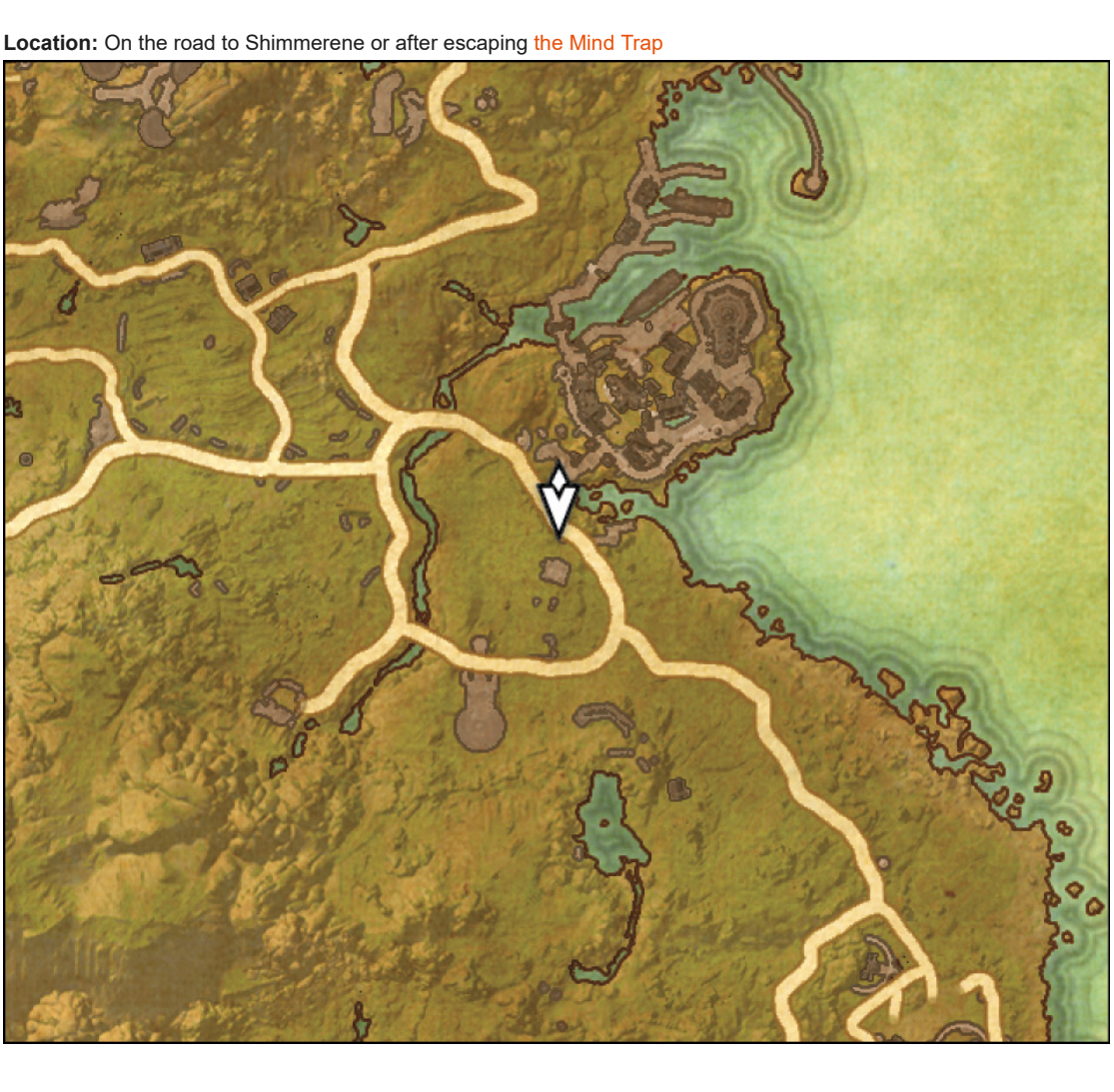
Follow Oriandra's objectives, head to the tower on the Mind Trap's west side to escape, and we'll see you in Summerset.



Story Quests

The Queen's Decree

- **Location:** On the road to Shimmerene or after escaping the Mind Trap



- **Quest-giver:** Calibar or Razum-dar

Description: Upon landing on Summerset, you'll quickly realize that something's not right in the home of the Altmer. Aquatic, insectlike creatures have started appearing out of nowhere, and no-one has any clue as to where they've come from. Add to these concerns the Queen's plans to open up Summerset, a notoriously xenophobic country, and you've got a recipe for certain conflict.

There's not much that can be done without answers, and Razum-dar, our favorite Khajiit, is likely the best chance you have at finding them. Help him and see if he can help you in turn.

SHIMMERENE

Shimmerene is home to Kinlady Avinisse and the Monastery of Serene Harmony and its leader, Aldarch Tilcalar. It rests on the eastern coast of Summerset and stands proudly, despite its relatively humble stature—at least when compared to giants like Cloudrest or Sunhold. It is also shares the title of "port city" with Sunhold and Summerset's capital, Alinor.

TRAVEL TO SUMMERSET

On the road to Shimmerene, you'll encounter a group of insectoid creatures known as Yaghra attacking a group of locals and a red-Mohawked Khajiit named Razum-dar. Even if your inclination is to help, Razum-dar will make quick work of the creatures. Speak with him and he'll set you on a quest to locate three people near Shimmerene: Olnewil, Rhanul, and Tsoxolza.

RAZUM-DAR

If you've done any questing in Khenarthi's Roost, you'll likely recognize Razum-dar. He's a member of the Eyes of the Queen and specializes in cloak-and-dagger operations. He's loyal to Queen Ayrenn of the Aldmeri Dominion above all, but he also makes for a reliable friend once you've earned his trust.

OLNEWIL

Olnewil can be found south of Shimmerene, on the beach.

RHANUL

You can find Rhanul north of Shimmerene, in the boatyard.

TSOXOLZA

Tsoxolza is west of Shimmerene. You'll need to fight off a salamander, then loot a nearby backpack to complete this objective.

RETURN TO RAZUM-DAR

Once you've located all three people on Razum-dar's list, head to Shimmerene and speak to the Khajiit about your discoveries.

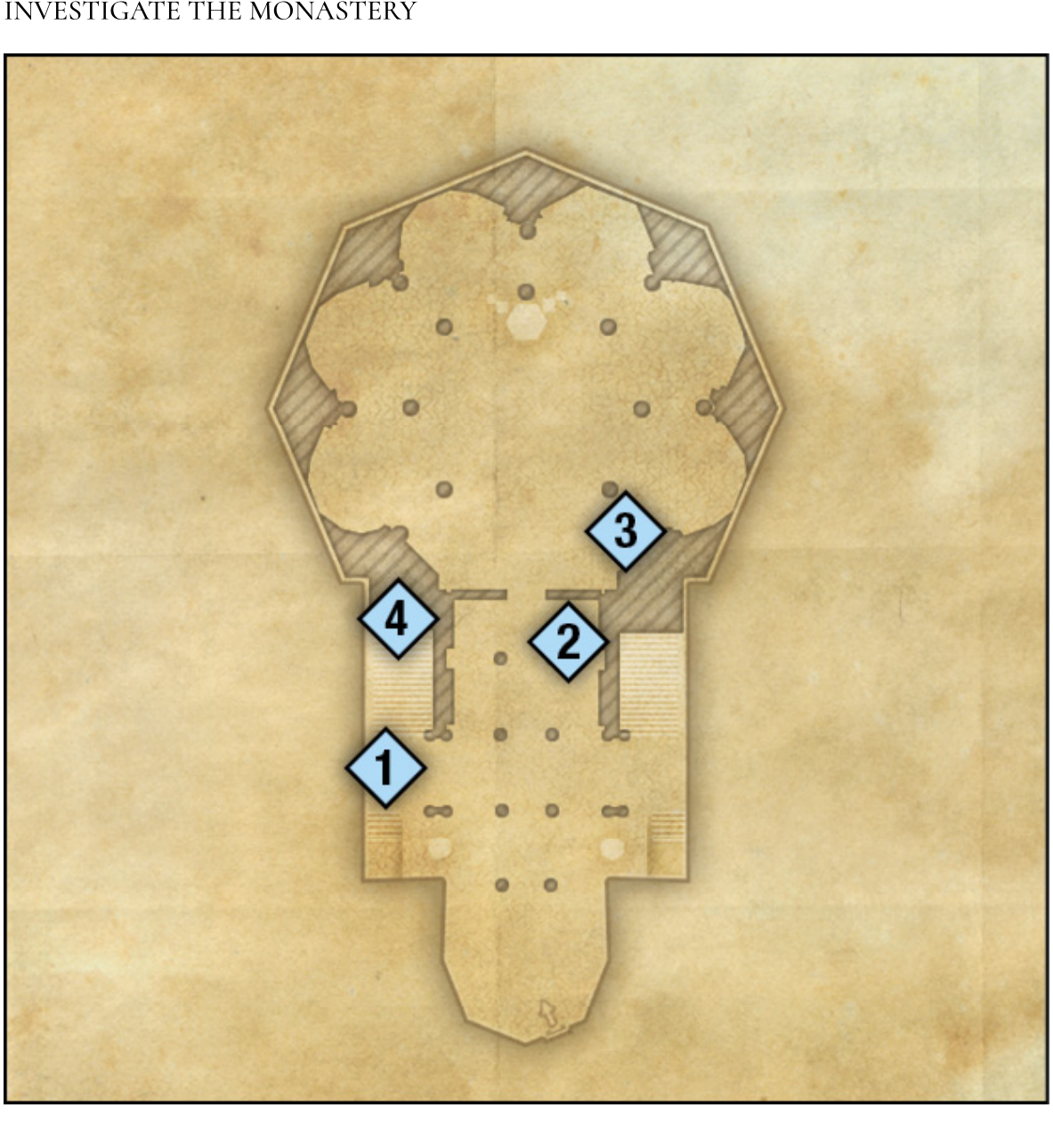
ALDARCH TILCALAR

Tilcalar only recently moved into the role of Summerset's Aldarch, appearing shortly after the Queen's decree of an open Summerset. He came highly recommended by Kinlady Avinisse, but strange things have been happening under his stead. Not only did he bring his own collection of monks to the Monastery of Serene Harmony, but also anyone questioned by Tilcalar seems to disappear. It may seem pretty obvious without saying it, but something's not right with this Aldarch.

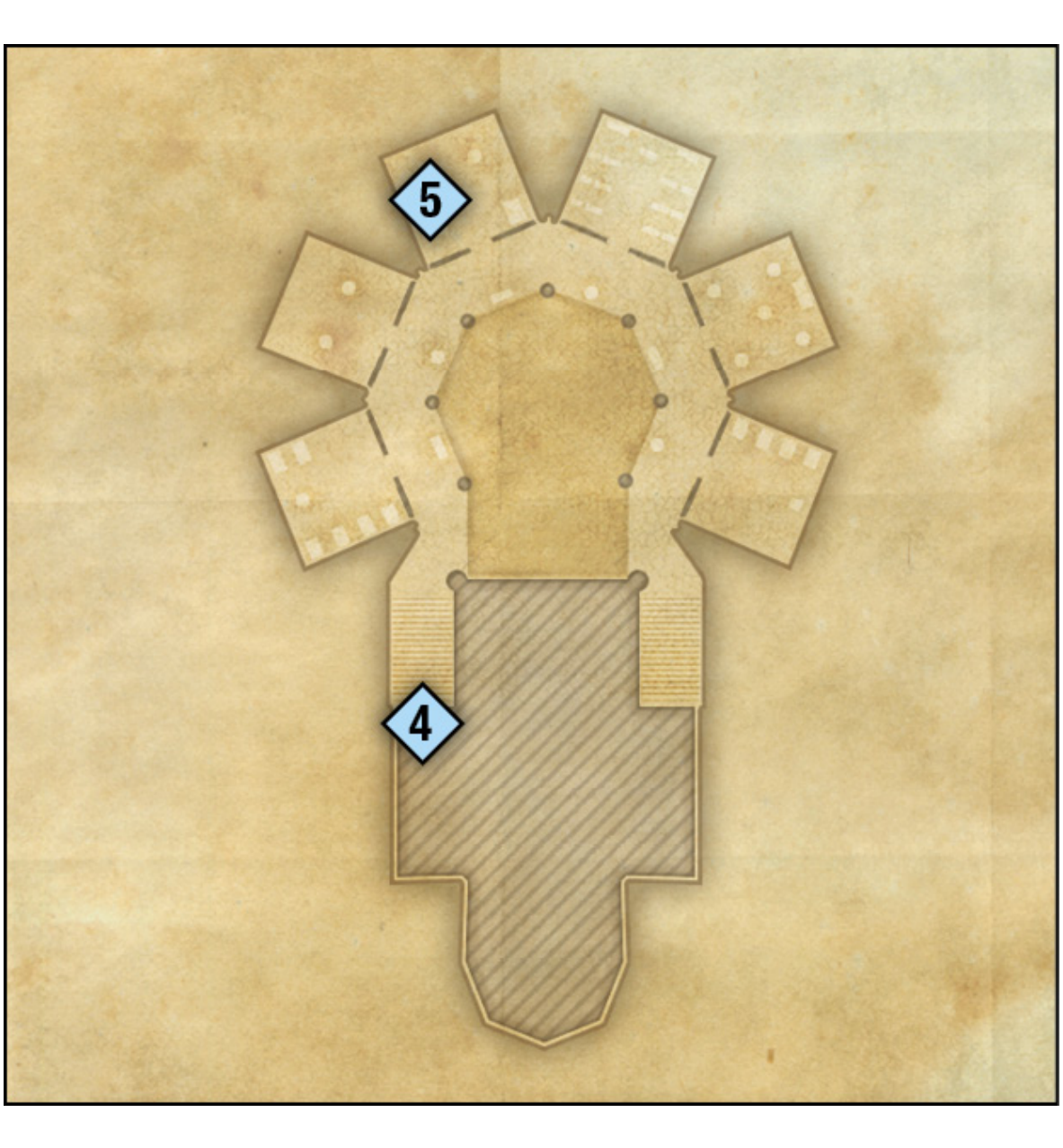
Razum-dar will ask you to investigate Shimmerene's Monastery of Serene Harmony to find evidence of monks misbehaving. To reach it, follow the eastern road up to the northeast side of Shimmerene. On your way up, you'll encounter a golden knight that will appear in a flash of light, then disappear via the same method. A strange sight, to be sure, but one that doesn't demand our immediate attention. Continue up the stairs and you'll find the monastery entrance. Razum-dar will distract the guard so you can get in.

MONASTERY OF SERENE HARMONY

INVESTIGATE THE MONASTERY



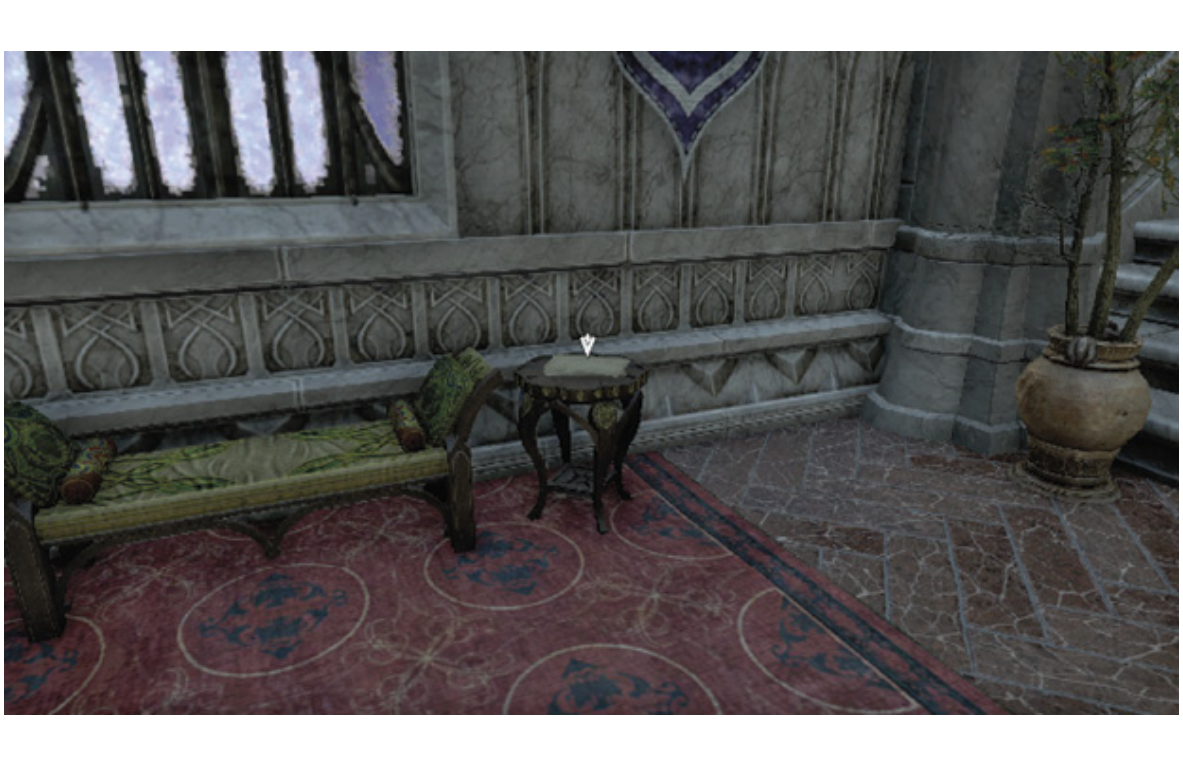
If the guard presence makes you nervous, you can keep a low profile once inside. While none of the guards will attack you if you're seen, it's easy to avoid being detected in here. Aside from a single guard who is waiting in front of you after entering the building, most of the guards are upstairs or on the far side of the monastery.



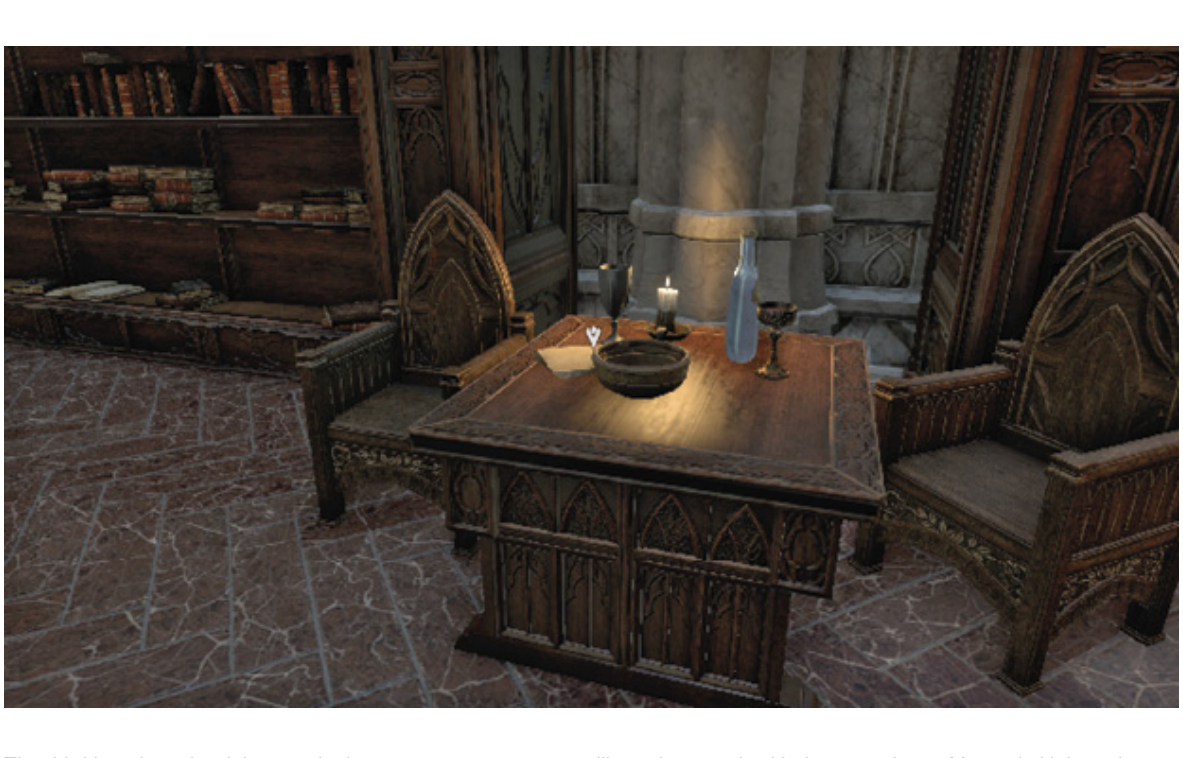
Speaking of that particular guard, as soon as you enter through the monastery's front door, come to an immediate halt. He'll be standing and staring in your direction upon entering, but he won't detect you if you keep your distance. Wait for him to head off to a bench on the right side of this opening corridor; there he will remain for the rest of your visit. Avoid his attention if you enjoy stealth for stealth's sake.

FIND ITEMS

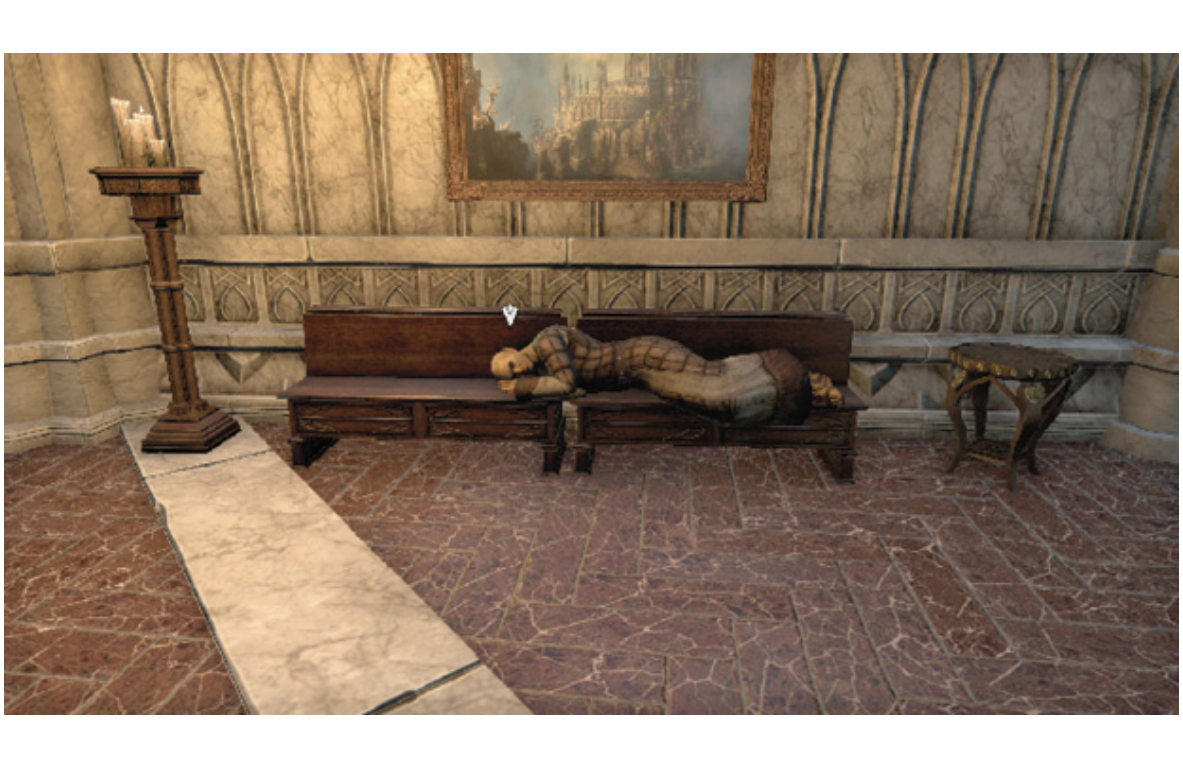
The items needed for your investigation are pretty easy to locate. The first one is in front of the left set of stairs leading to the second floor and the undercroft below.



The second item is near the center of the monastery, just before entering the main chapel.



The third item is to the right once in the monastery proper—you'll need to speak with the ever-sleepy Monastic Nuleros in order to obtain it.



After finding all three clues, head to the second floor and enter the room to the left on the monastery's north end—use the left set of stairs to reach the second floor without grabbing the first guard's attention. While heading to the north end, you can investigate the rooms along the way if you want some small baubles and are feeling bold; the baubles are in the first room on the east row and the first room on the west row. There's also a note that might be worth investigating in the first room on the east row. Aside from that, the rest of the rooms are pretty much empty.

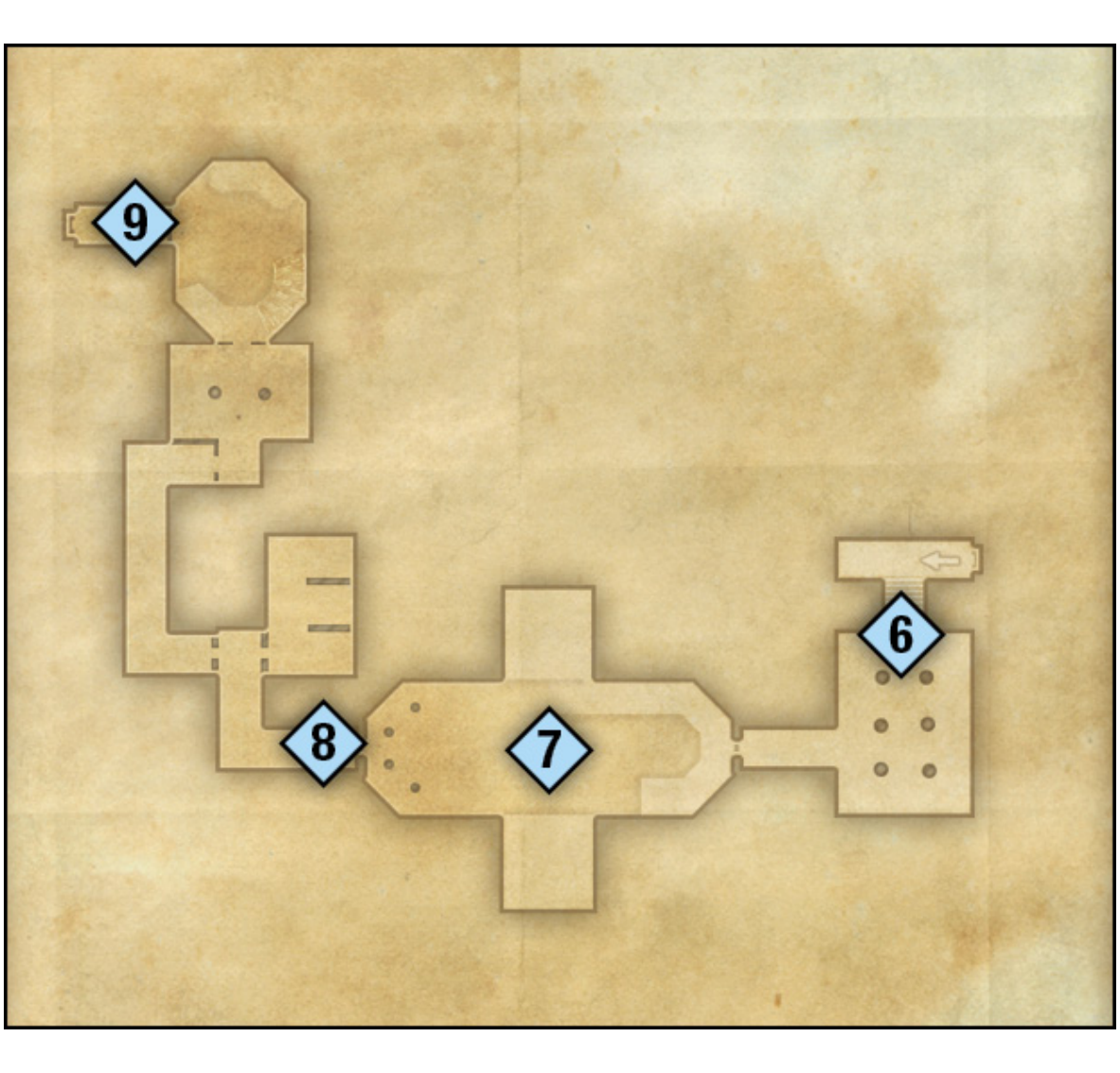
Once you've reached the northern room, you'll find a strange orb sitting on the desk inside. You'll also be spotted and questioned by an elderly Altmer named Valsirenn. She'll ask you to investigate the monastery's undercroft with her. To reach it, you'll need to pass the guard sitting on the bench on the first floor, but if you jump over the railing down onto the stairs below, he should be none the wiser.

VALSIRENN

A veteran member of the Psijic Order who came to Summerset Isle to find a missing friend, Valsirenn is reliable, capable, and an ally worth having around, especially while trying to uncover the mystery of the Sea Sload and Abyssal Pearls.

THE UNDERCROFT

Cages fill the undercroft, and unfortunately they contain innocent citizens. Free the prisoner indicated by your objective marker, then speak with Valsirenn again. She'll exit the room through a door on the undercroft's opposite end. Follow her and get ready for a fight.



DEFEND VALSIRENN

Valsirenn will move to the lower level of this next room. Defend her from attack while she teleports the pearl out of the Undercroft for later examination. None of the enemies here are a particular challenge. Just manage your Magicka or Stamina well and you'll be fine. Once Valsirenn finishes her task, follow her out of the room and speak with her again.

ESCAPE THE UNDERCROFT

From here you'll have to fight your way out of the enemy-filled latter half of the undercroft. Getting through here is a bit tougher than your earlier Valsirenn defense, so tread carefully. You'll be fine if you don't draw the attention of several groups of enemies at once. Take out each cluster of enemies one at a time.

Once back outside, head to the Anchor's Aweigh Inn and talk to Razum-dar on the second floor. He asks you to attend Kinlady Avinisse's meeting to dig up some new clues, but you'll need to dress for the occasion. A button prompt will appear when the time comes. In the meantime, head to the Kinlady's manor on the east side of Shimmerene, taking the same path you traveled to reach the monastery.

TALK TO KINLADY AVINISSE

Once you've arrived, speak with Galmelor to gain entry to the meeting. The Kinlady will give a quick speech, then scurry back into the house. You can speak with the party guests to get a better sense of everyone's attitude regarding the Kinlady and her speech, especially Aldarch Tilcalar. Once you're done elbow-rubbing, head inside and up to the second floor to find Kinlady Avinisse. Speak with her, then exit the manor and speak with Razum-dar.

Your next task is to meet Valsirenn at the Coral Forest southeast of Shimmerene.

SEARCH THE CORAL FOREST FOR ALDARCH TILCALAR

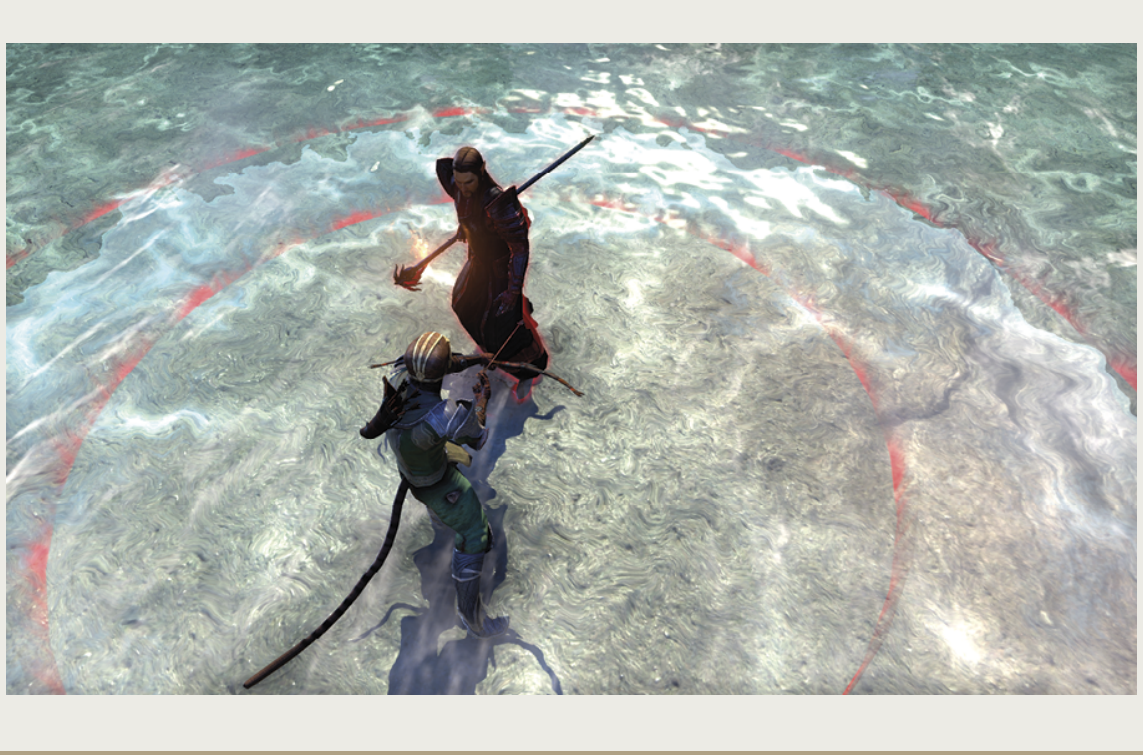
You'll need to search the Coral Forest for Aldarch Tilcalar, but be careful. There is an elite Yaghra Strider and Yaghra Spewer ahead. If you don't want trouble, do your best to avoid them, which isn't a terribly difficult feat so long as you're not racing through the Coral Forest.

Once you find the Aldarch, you must face off with the Earl of Clavicus Vile.

EARL OF CLAVICUS VILE

The Earl uses exclusively ranged attacks, with his most basic being a fireball toss from his staff. His interruptable attack will resolve with him throwing three teleporting, lightning areas of effect (AoEs) in a scatter shot across the ground. This attack is much easier to avoid when you're close rather than when you're far away, but moving either left or right while he's charging will typically yield positive results.

On rare occasions, the Earl will race up to you and create an AoE ring around both of you. The center of this ring is safe, but walking through the ring will temporarily put a movement speed debuff on you. However, if you roll through the ring, you'll be fine, so use a little awareness and you can avoid this attack outright.

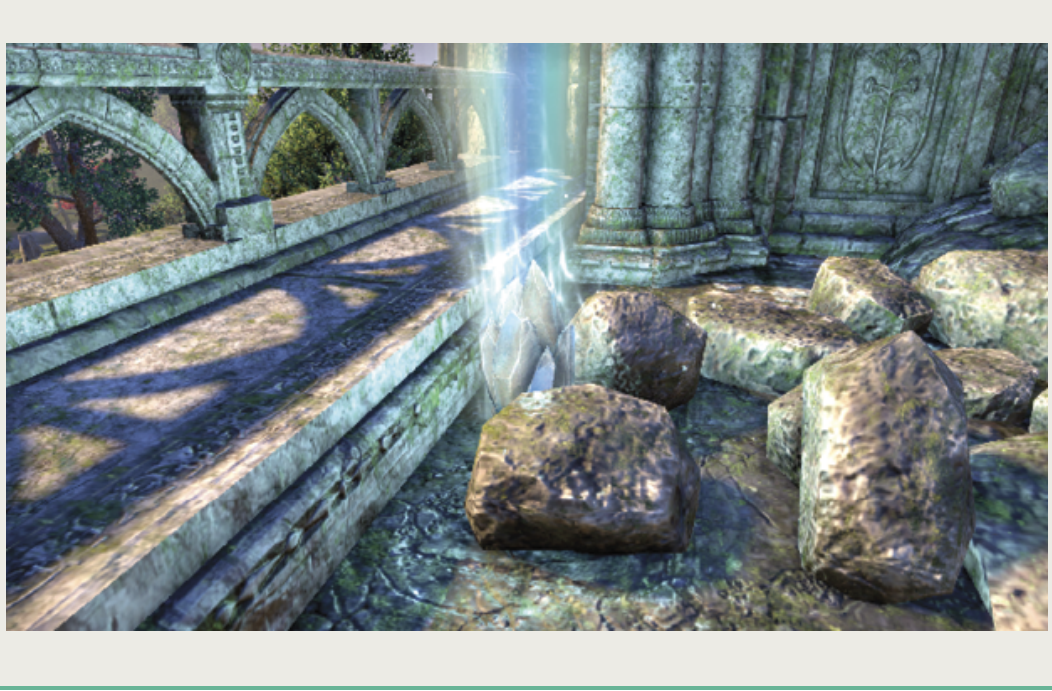


Once you defeat the Earl, destroy the pearl, then speak with Valsirenn. She suggests that you speak with Ritemaster Iachesis in the Psijic island of Artaeum. Before you head there, speak with Razum-dar. After speaking with our Khajiit friend, you can question the Kinlady to get a better understanding of her part in all of this. When you're ready, head west to the Keep of the Eleven Forces to find the portal to Artaeum.

The portal to Artaeum is in the keep's lower level, down the stairs near the middle of the ruins.

SKYSHARD DIVERSION

Before entering the portal to Artaeum, you can grab a Skyshard on the north side of the Keep of the Eleven Forces' bridge.



ARTAEUM

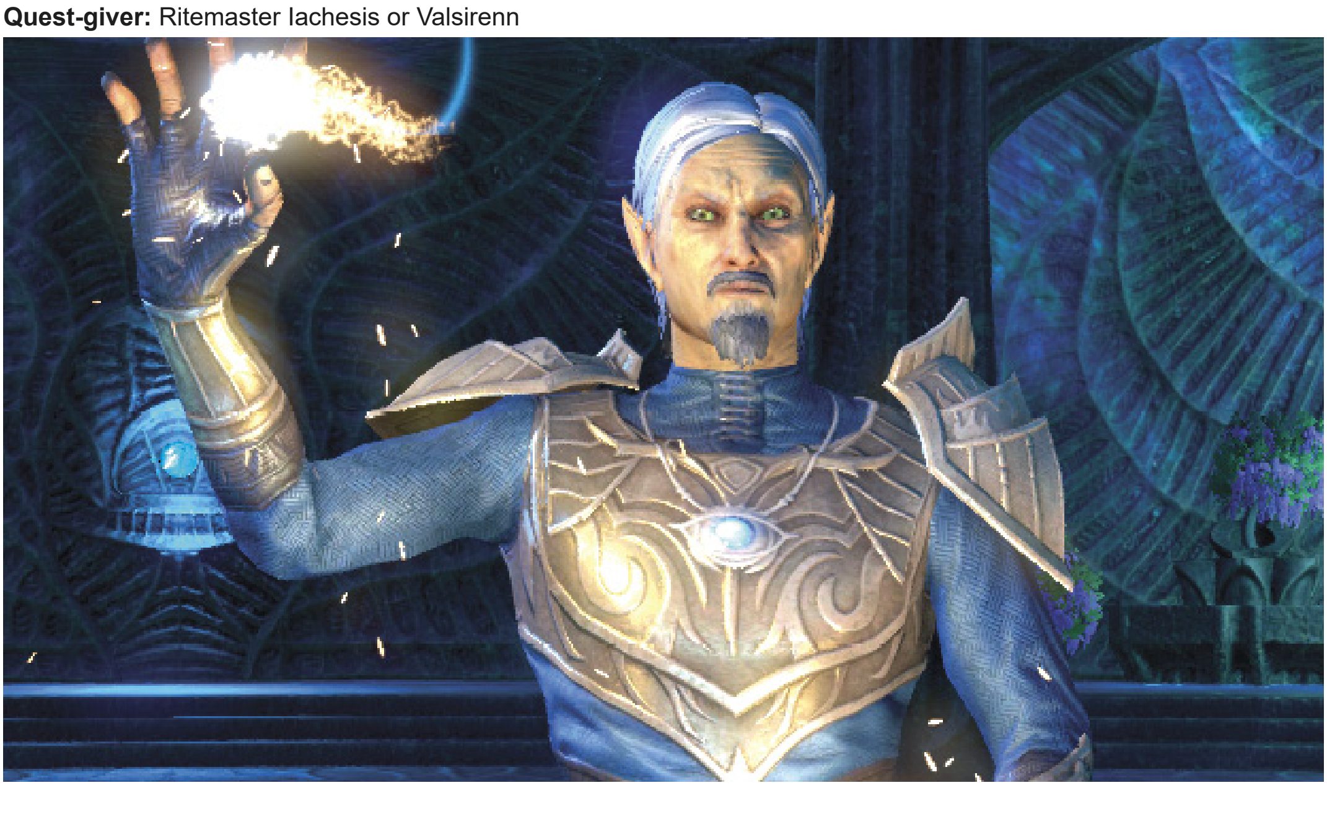
The island of the Summerset Isles that disappeared out of thin air, Artaeum is the home to the Psijic Order, masters of time and space manipulation and guardians of all things arcane across all realms. While small, it is a lush paradise full of wildlife and a scholar's dream, with libraries packed with the most rare and obscure books in all existence. It is said that it vanished suddenly more than 500 years ago, but where it is and how it got there is forbidden knowledge to all but those who perpetrated the disappearing act.

Once on Artaeum, explore and get your bearings. It's a small location, but it's packed with Heavy Sacks that you can take if you can find them. Once you've finished exploring the island, head to Ceporah Tower in Artaeum's northeast corner to find Ritemaster Iachesis. Speak with him to finish the quest and earn a Sash of the Psijic Order.

Story Quests

A Pearl of Great Price

- **Location:** Artaeum, Ceporah Tower
- **Quest-giver:** Ritemaster Iachesis or Valsirenn

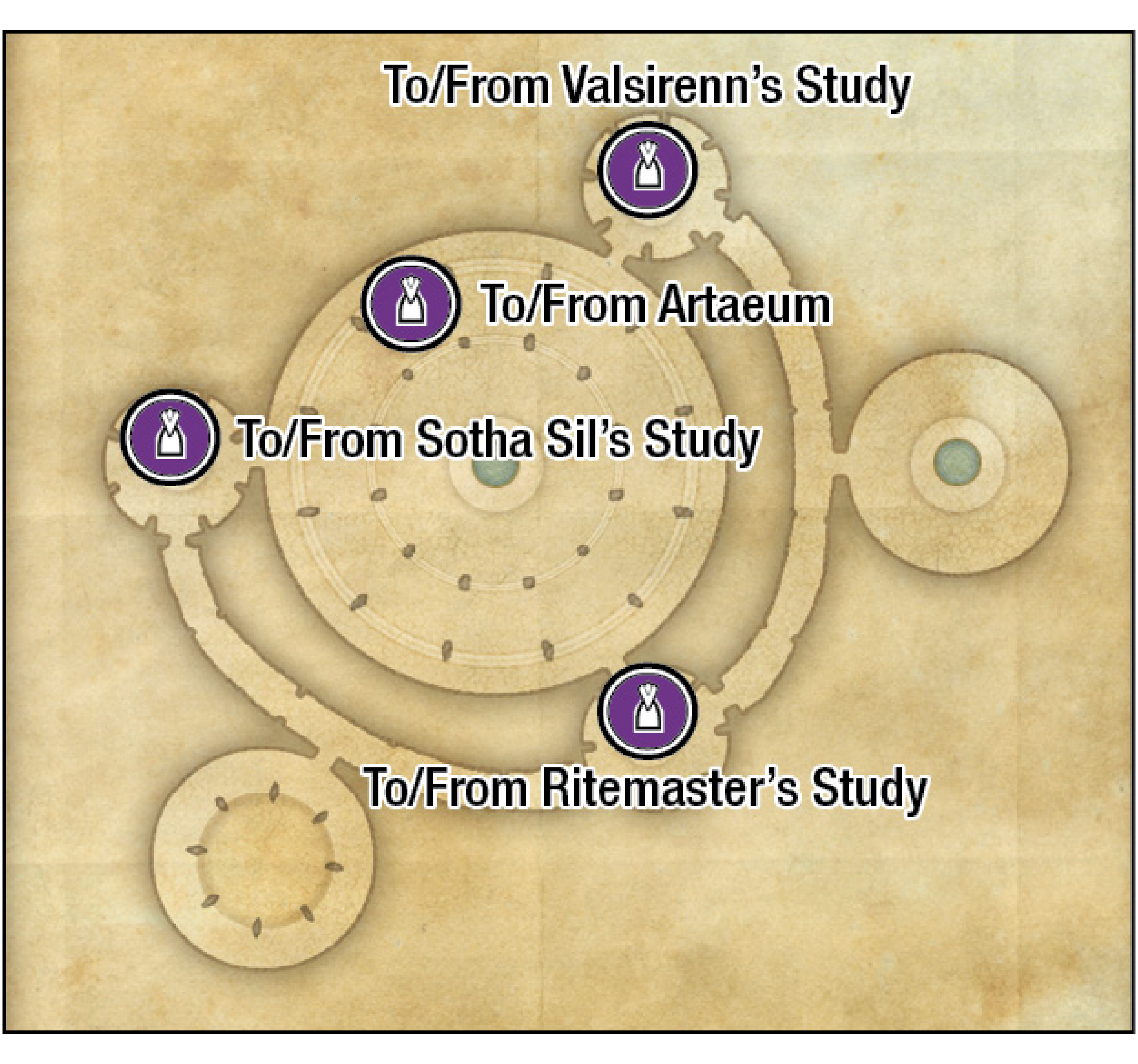


Description: Ritemaster Iachesis wants to get to the bottom of these pearls and the Aldarch's daedric ties; he needs an Amplification Elixir for a ritual that will help him to that end. Speak with Oriandra in Ceporah Tower to find what the Ritemaster is looking for. Hopefully we can get a better understanding of our adversaries. Valsirenn will appear in Shimmerene, Alinor, Lillandril, and Artaeum to offer you the quest if you don't take it from Ritemaster Iachesis.

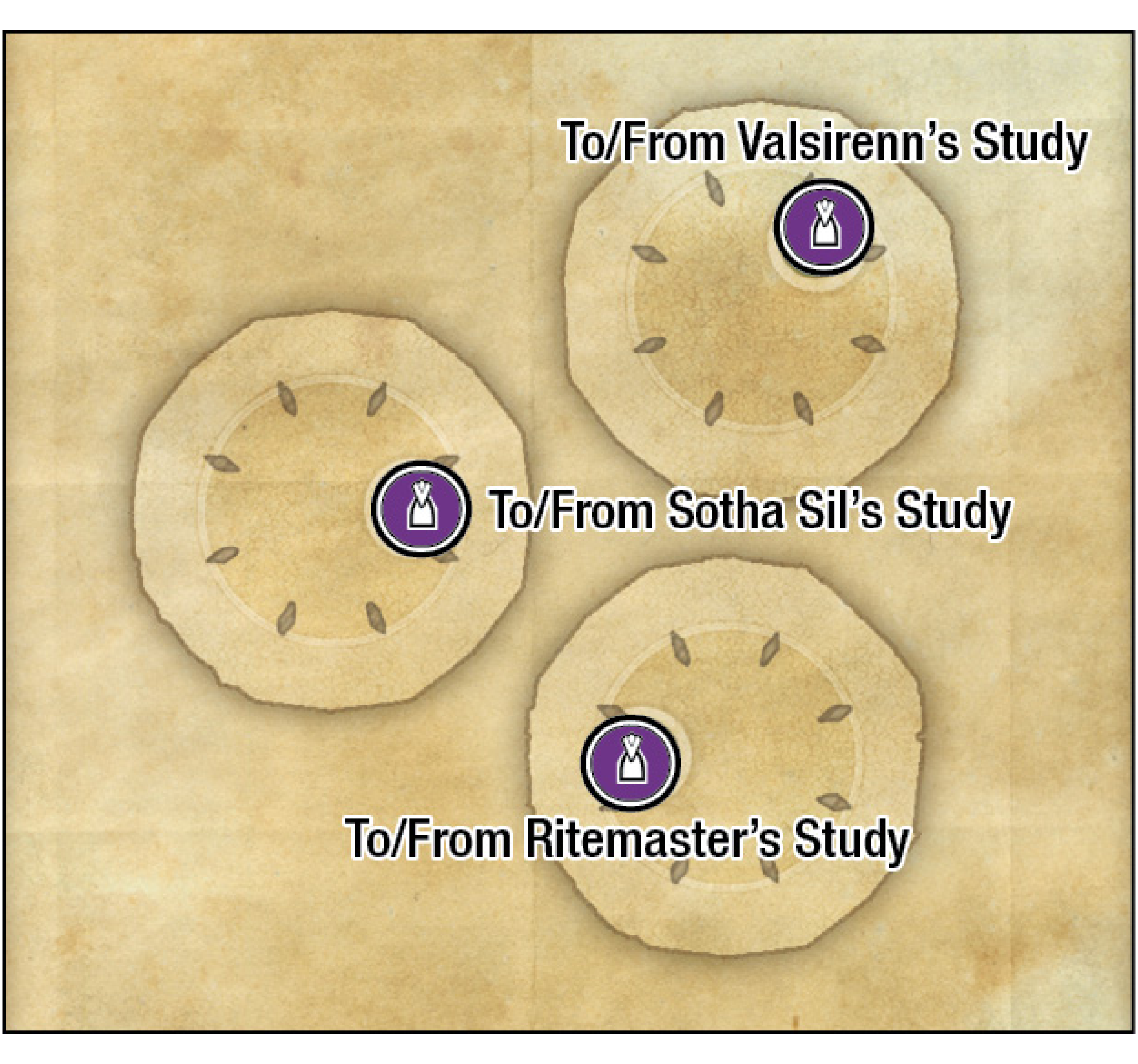
RITEMASTER IACHESIS

Ritemaster Iachesis has been the head of the Psijic Order for centuries. He is an Altmer of incredible wisdom, tact, and patience. There are few who could ever lobby a complaint against him for his leadership.

CEPORAH TOWER


To/From Valsirenn's Study
To/From Artaeum
To/From Sotha Sil's Study
To/From Ritemaster's Study

HEAD TO SOTHA SIL'S STUDY


To/From Valsirenn's Study
To/From Sotha Sil's Study
To/From Ritemaster's Study

After receiving this quest from Ritemaster Iachesis, use the portal at the center of the area below the tower to enter Ceporah Tower proper. Follow the objective marker to reach the portal into Sotha Sil's Study. You'll find Oriandra there. She'll point you to the southwest corner of the room to find the Amplification Elixir. Grab it and return to the Ritemaster in Ceporah Tower's main gallery. You'll need to help with the ritual, but it will be well worth the effort.

TALK TO CANONREEVE FARMELDO

Your next step is to speak with Canonreeve Farmeldo in Rellenthil on the west side of Summerset. You can use the wayshrine in front of Ceporah Tower to teleport to Shimmerene. Speak with Razum-dar in front of the bridge leading into town to pinpoint Farmeldo's location. Farmeldo will point you in the direction of the Rellenthil Sinkhole just outside of town. Head there with Valsirenn in tow.

On your way to the sinkhole, you'll spot that Golden Knight that spontaneously appeared in Shimmerene. He'll perform his disappearing act once again before you can get a word in with him.

RELLENTHIL SINKHOLE

The Rellenthil Sinkhole has been growing at an alarming rate, which has left some wondering if the sinkhole will get big enough to swallow the town. An absurd-sounding idea, to be sure, but one that is not wholly lacking in merit. If its rapid growth wasn't enough to cause anxiety, there are also whispers of strange happenings and sounds near the sinkhole at night.

Once inside the sinkhole, speak with Valsirenn to get her thoughts on how to best tackle this underground labyrinth. This place is packed with daedra and Yaghra, which is nothing you can't handle, but do be careful not to get swarmed by more enemies than you can handle.

YAGHRA

You've already encountered many of the Yaghra, but this will be the largest concentration of them you'll have fought up to this point. While no one basic Yaghra is ever going to fell you, a large group of them can make for some complicated fights. Here are each of the Yaghra you'll find here and how to best deal with them.

- **Yaghra Spewers:** These are more focused on ranged combat than their cousins. You're better off closing the gap on these dark insectoids than trying to approach with caution.

- **Yaghra Larva:** These have plenty of ranged attacks, but they tend to prefer a close-quarters approach. Consider making the larva your priority in fights; they have a nasty jumping attack that lands them firmly on your torso and does a decent chunk of damage.

- **Yaghra Striders:** These are the tankiest of the basic Yaghra. They are completely melee focused and can take a fair bit more damage than their relatives. That being said, if you keep moving, they have a pretty hard time landing attacks. Generally speaking, in a standard group of enemies, you can save these ones for last while you clear the others out.

When you reach the objective circle, Valsirenn will run ahead and spy through an opening in the tunnel to your left. After she's done speaking, head through the right passage to find Eldhon. Speak with him, then go to the next objective marker to find Valsirenn again.

DESTROY ABYSSAL PEARLS

Valsirenn will task you with destroying Abyssal Pearls in the lower levels of the sinkhole. Each one is surrounded by Yaghra that you'll need to clear out before you can destroy the pearls properly. You need only activate them to destroy them, so if you just finished combat and you're not sure what to do, wait a moment next to the pearl and a button prompt will appear.

After you destroy the Abyssal Pearls, move ahead or take a moment to pick Valsirenn's brain about recent events.

DESTROY THE YAGHRA MONSTROSITY

Up ahead is a Yaghra Monstrosity: an elite Yaghra who should not be taken lightly. If you have ranged attacks, use them and keep the Yaghra Monstrosity at a distance. If you have to stay close, move away from it every time it makes any dramatic movements besides shuffling around to face you. Basically, all of its attacks immediately follow any movement that isn't walking. While it does have ranged attacks, those are telegraphed and quite easy to dodge if you're paying attention to the AoE rings it produces. Its close-range attacks can be a bit more unpredictable and hard to detect. Note that most of its close-range attacks can hit you no matter where you are around its body, so be sure to fully disengage when it looks like an attack is coming.

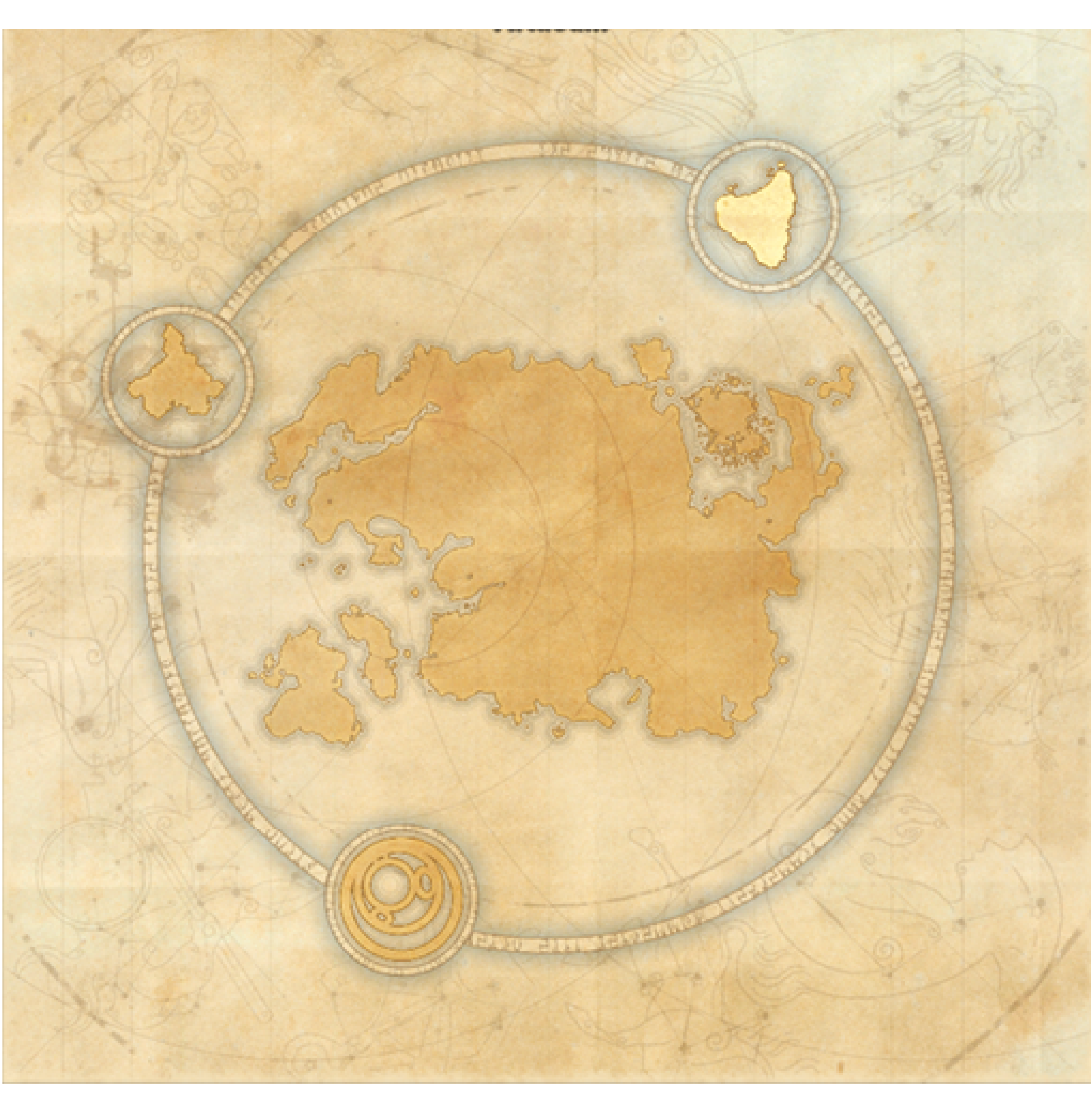
Destroy any Yaghra Larva it produces. The Larva can be killed easily, but if they are allowed to fire their projectiles or jump on you they'll do a significant amount of damage.

TALK TO CANONREEVE FARMELDO

Once you defeat the Yaghra Monstrosity, head out of the sinkhole. You'll bump into Razum-dar outside. Speak with him, then head back to Rellenthil's Canonreeve and let him know your findings. Speak with Razum-dar, then use a wayshrine to teleport back to Artaeum.

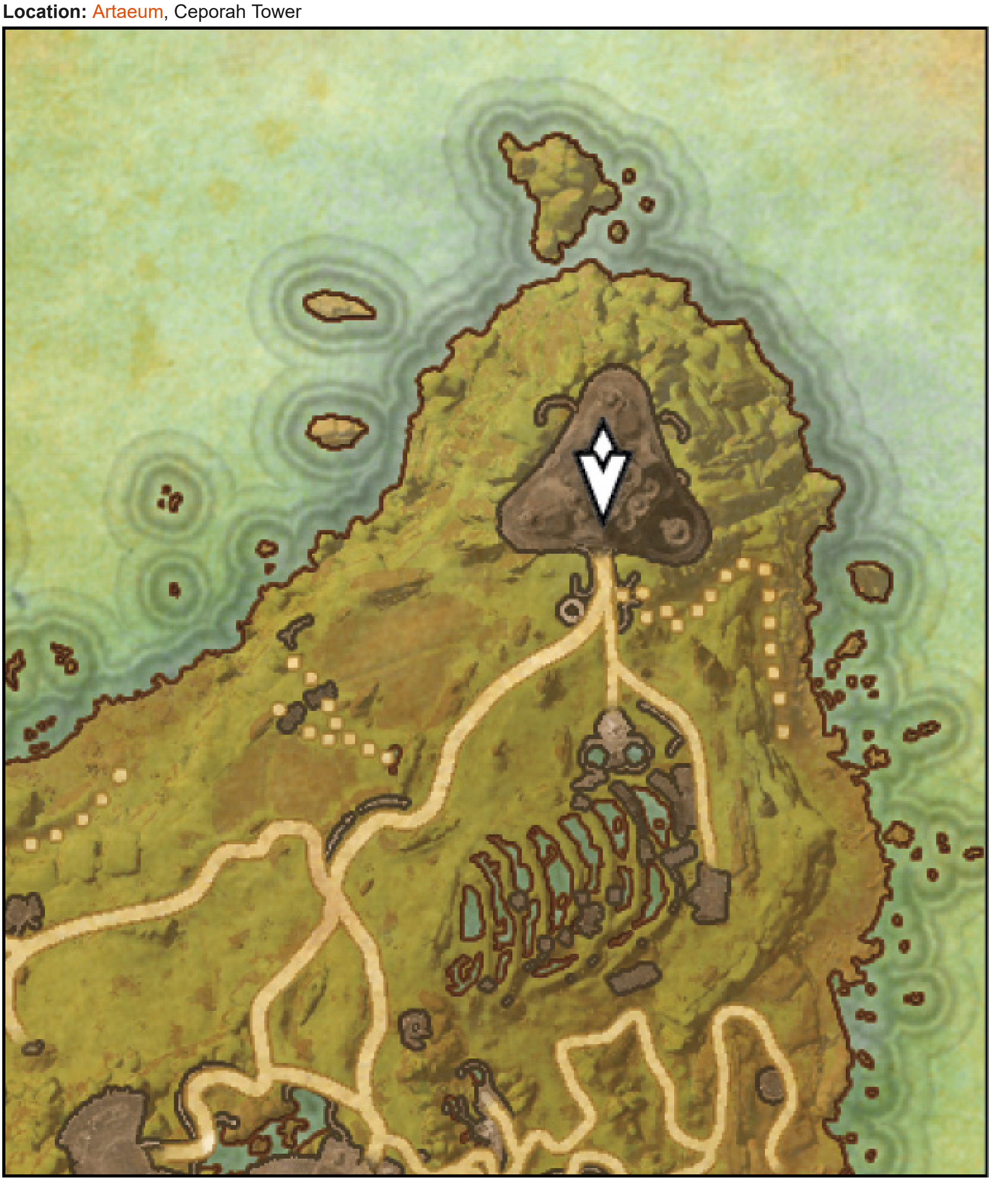
A BRAVE NEW WORLD

If this is your first time teleporting to a location not specifically connected to Tamriel, you might scratch your head on how to find Artaeum. While on the map of Tamriel, if you zoom out a level farther, you'll see a map with Coldharbor, the Clockwork City, and Artaeum, each one on a different corner of the map. Select Artaeum on the upper right-hand side and select its wayshrine.

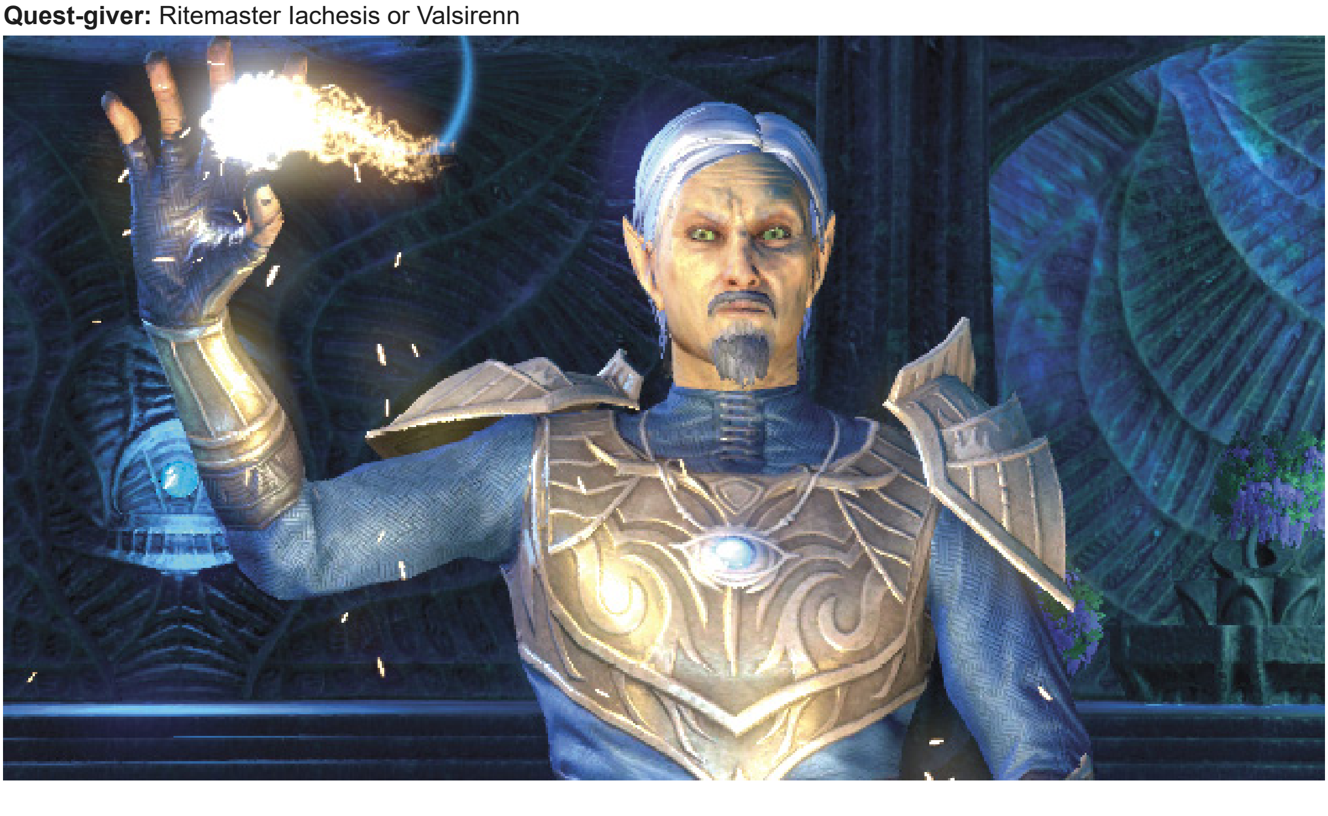


Buried Memories

- **Location:** Artaeum, Ceporah Tower

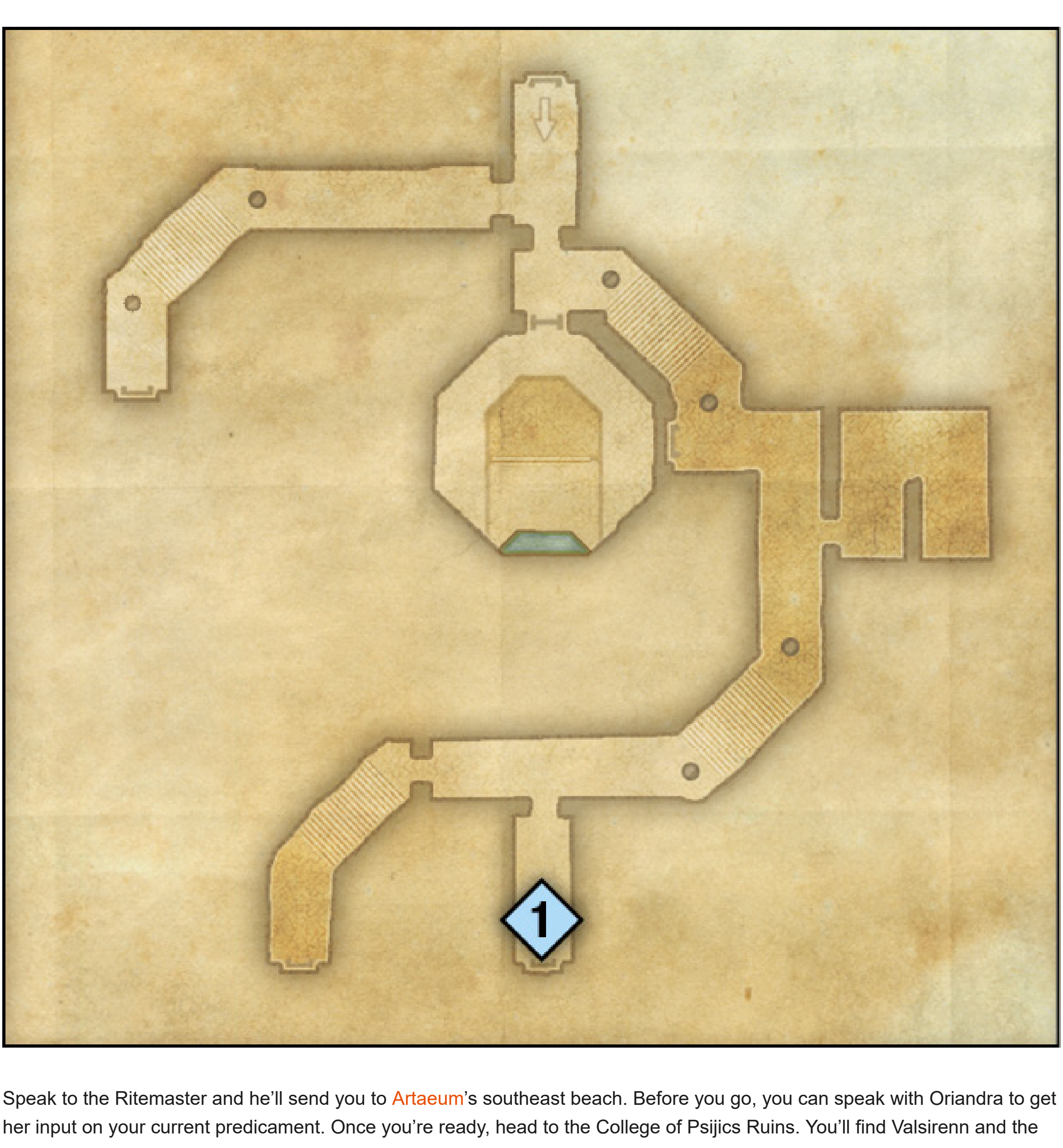


- **Quest-giver:** Ritemaster Iachesis or Valsirenn



Description: Ritemaster Iachesis has knowledge of our newly discovered enemies; it would seem that he's encountered them before. He hatches a plan to strike back, but our enemy is one step ahead. Valsirenn will appear in Shimmerene, Alinor, Lillandril, and Artaeum to offer you the quest if you don't take it from Ritemaster Iachesis.

GO TO THE SOUTHEAST BEACH



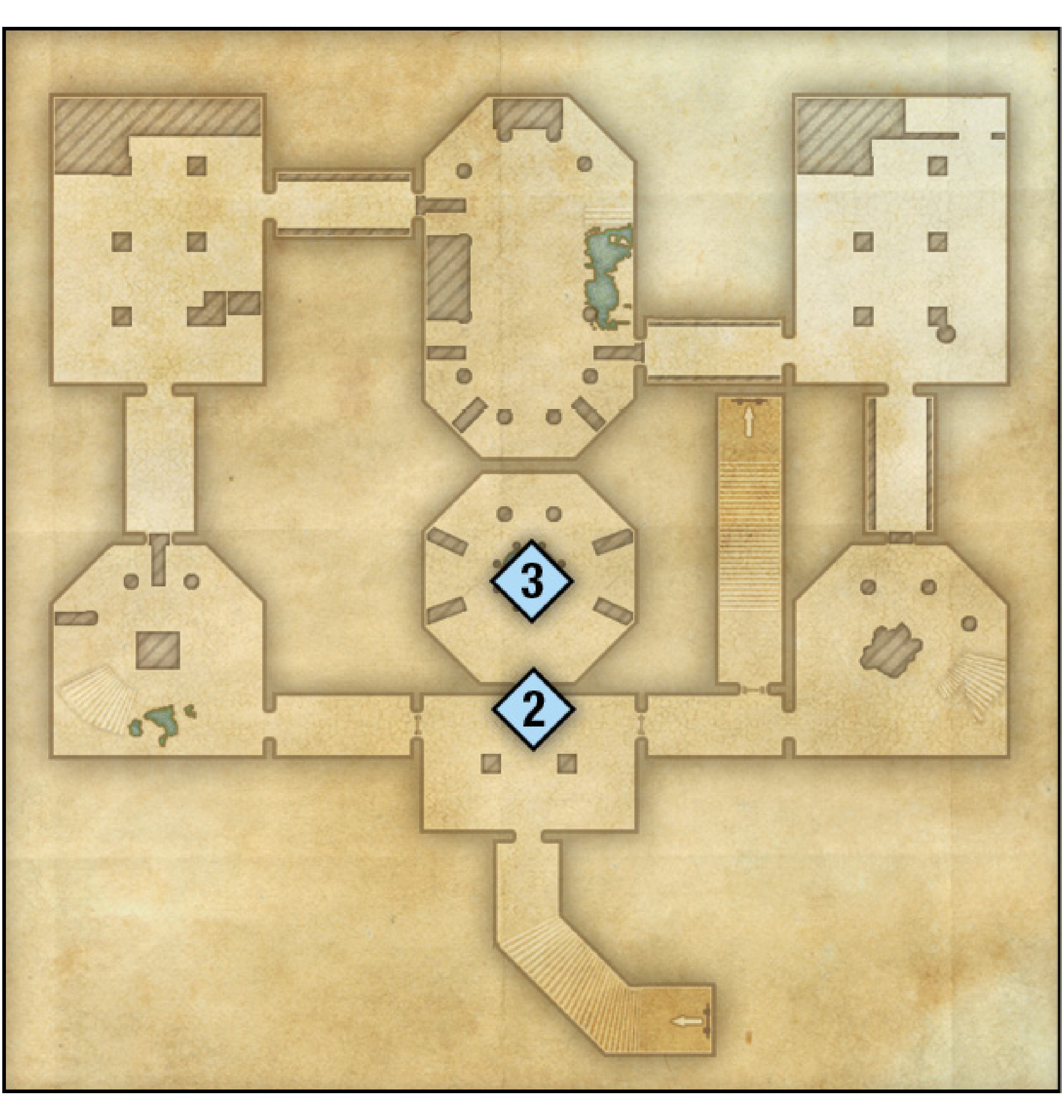
Speak to the Ritemaster and he'll send you to Artaeum's southeast beach. Before you go, you can speak with Oriandra to get her input on your current predicament. Once you're ready, head to the College of Psijics Ruins. You'll find Valsirenn and the Ritemaster waiting for you when you arrive. Head in and approach the Ritemaster—he'll lead you to the beach. Once you're outside, speak with the Ritemaster again.

DESTROY THE ABYSSAL PEARL

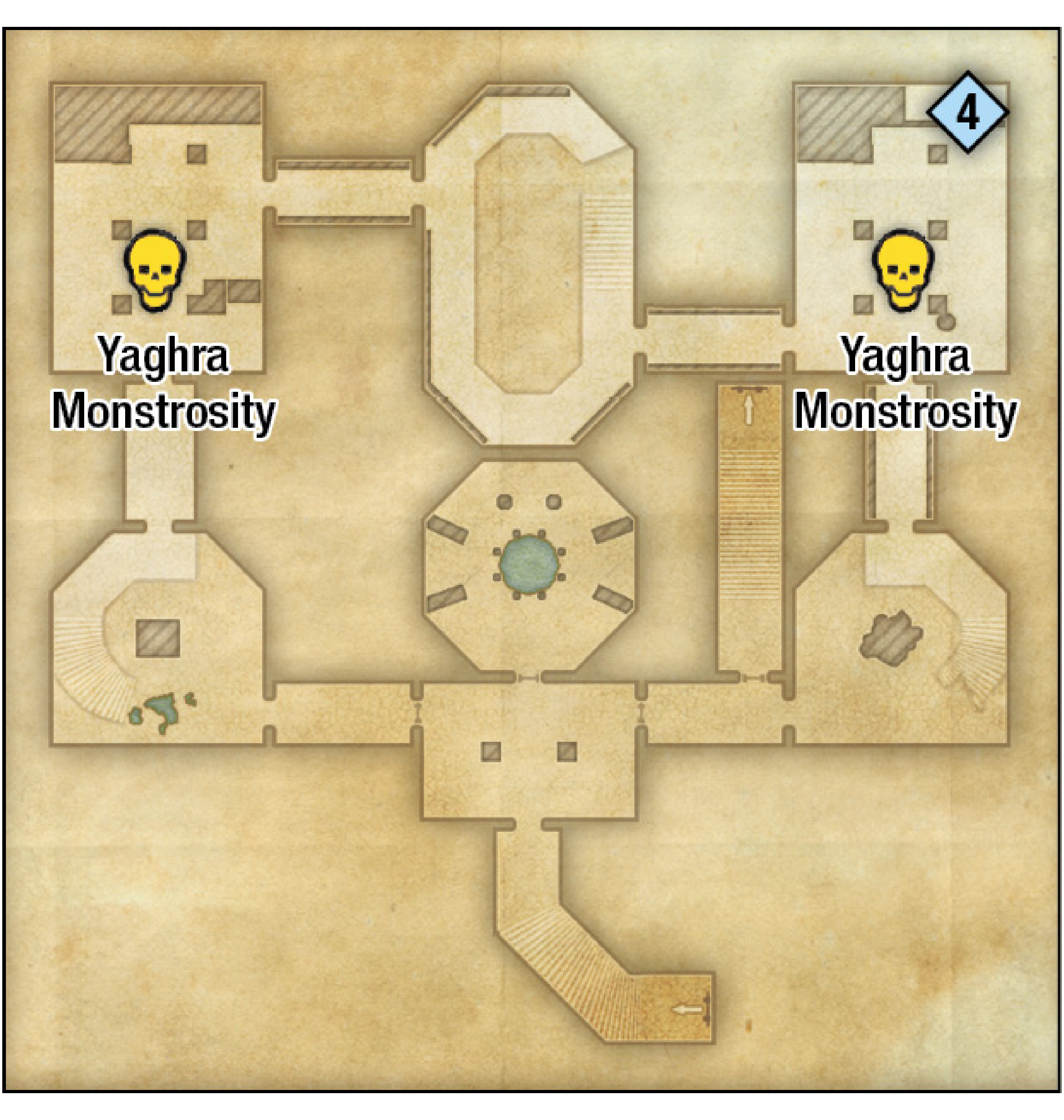
Head to the beach and continue south to find the Abyssal Pearl. You'll have to face another Yaghra Monstrosity in order to reach it, so be on guard.

Once you defeat the Yaghra Monstrosity, continue along the path until you reach the Psijic Relic Vaults. Head inside and speak with the Ritemaster.

PSIJIC RELIC VAULTS



The Psijic Relic Vaults aren't big, but they are densely packed with enemies. Follow the Ritemaster up the stairs and defeat the daedra on the room's opposite end.



Once you clear the room, approach the red spiderweb-like netting surrounding the door behind where they were standing. You'll need to destroy this webbing. A button prompt will appear to allow you to attempt the feat. When that fails, the Golden Knight, in all of his tricky, teleporting whimsy, will appear to lend a hand. When he finishes his task, head through the door to enter the central rotunda.

FIND THE UL'VOR STAFF

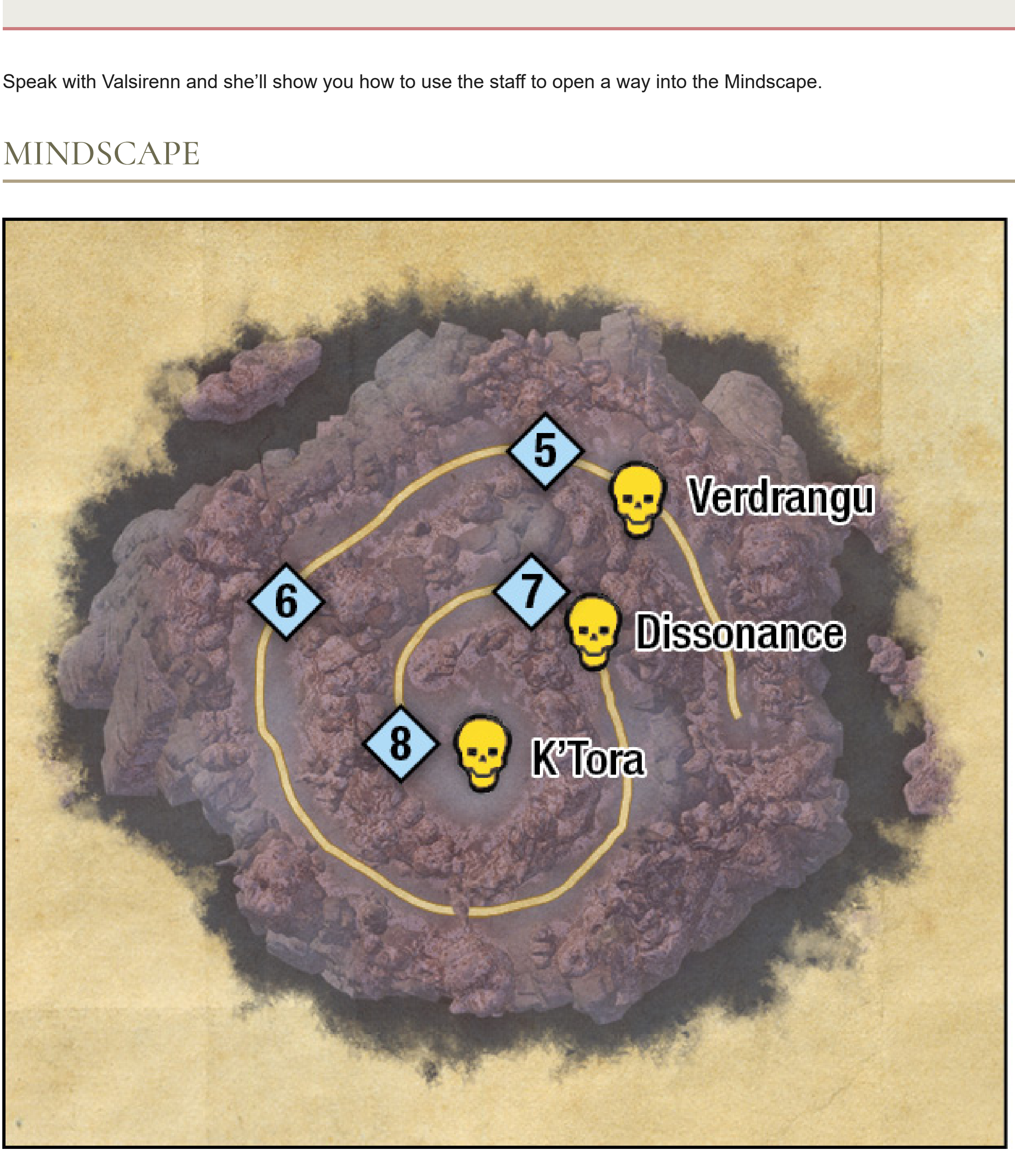
The Ritemaster will face off with a foe, leaving you to fend for yourself. Head back out the way you came in and speak with Valsirenn. She suggests finding the Ul'vor Staff in order to help the Ritemaster with his battle. Head through the west door in the room where Valsirenn is to reach the Western Wing Vaults. Go to the northeast corner of the Relic Vaults to find a safe containing the staff. With staff in hand, head south and continue back to Valsirenn, who is now waiting in the central rotunda.

YAGHRA MONSTROSITIES

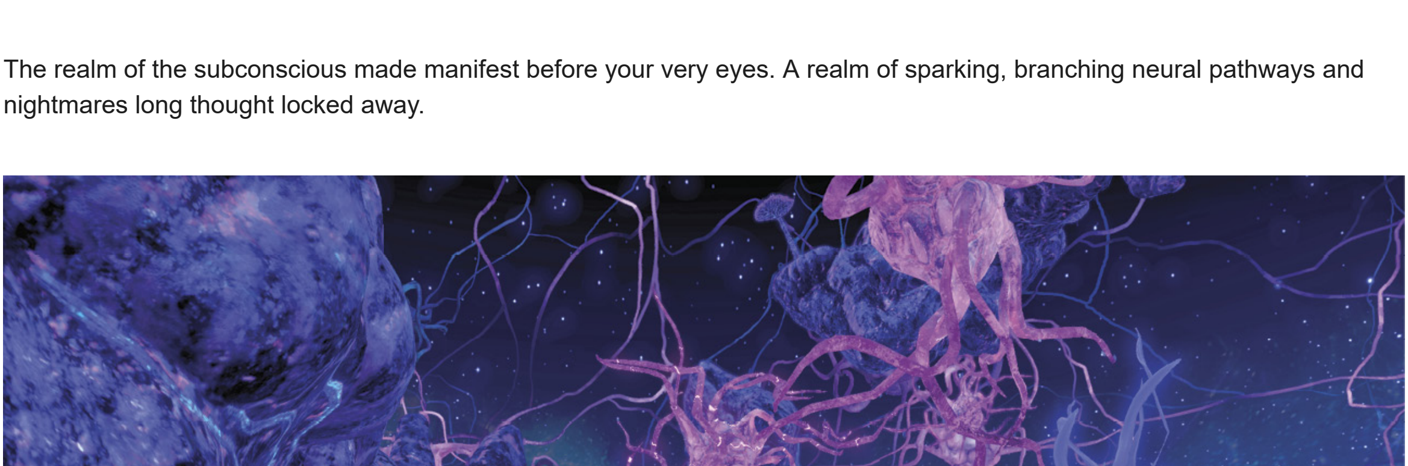
Take care while progressing through the Relic Vaults. While the path is straightforward, you'll find Yaghra Monstrosities on the second floor. They shouldn't pose a real threat to you anymore, but they still pose enough of a threat that you should battle them carefully.

Speak with Valsirenn and she'll show you how to use the staff to open a way into the Mindscape.

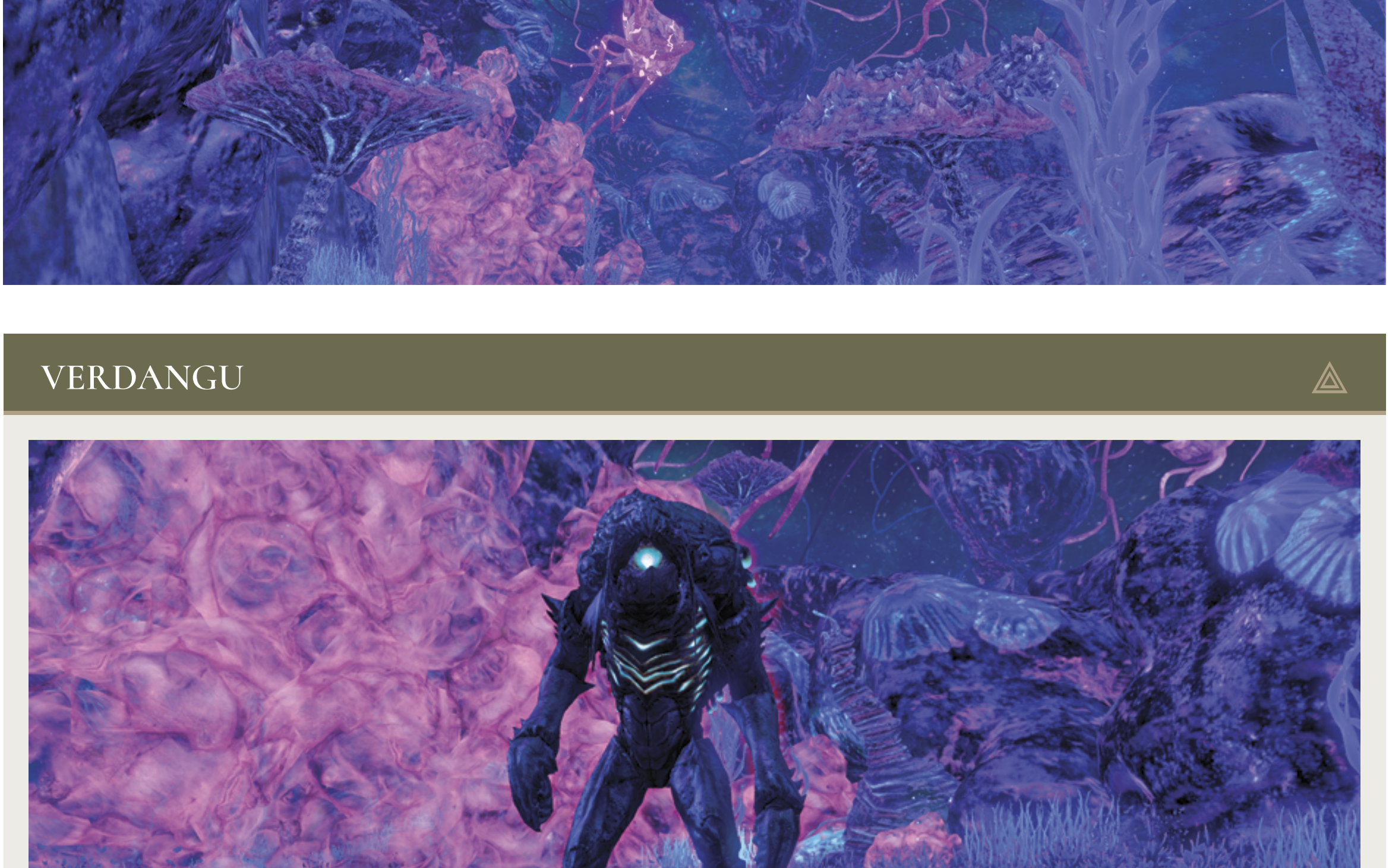
MINDSCAPE



The realm of the subconscious made manifest before your very eyes. A realm of sparking, branching neural pathways and nightmares long thought locked away.

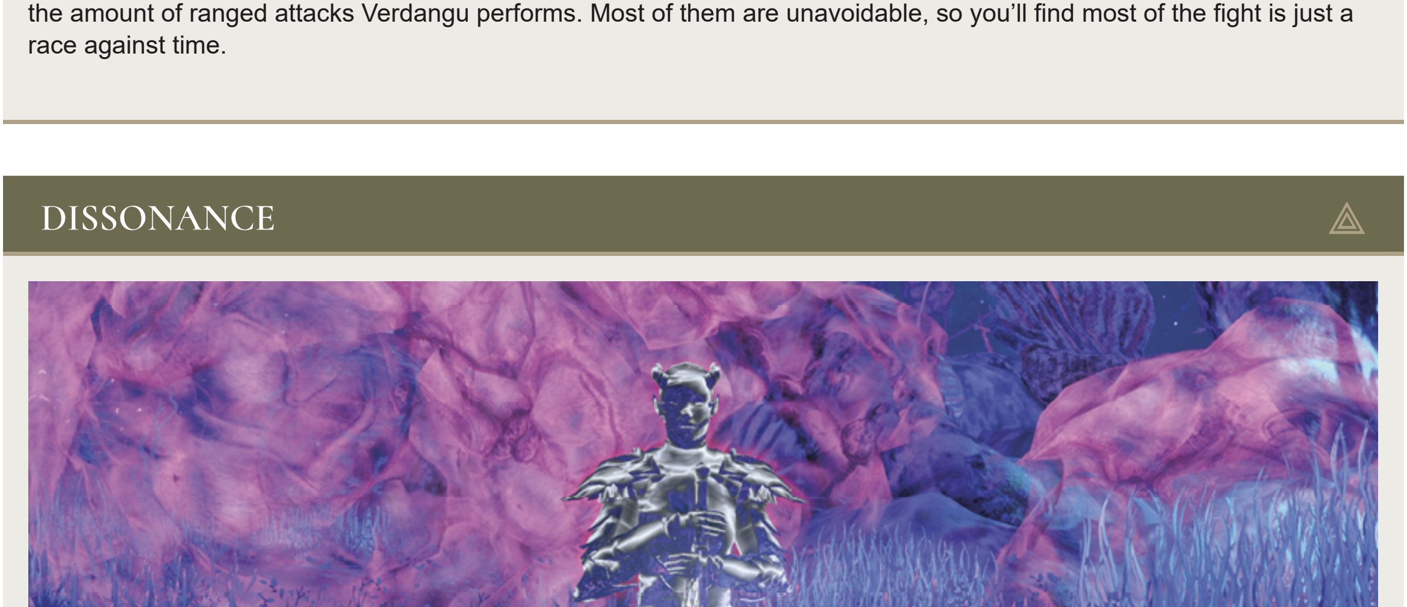


VERDANGU



Make your way up the path and you'll encounter an Elite Yaghra Spewer named Verdangu. While it has significantly higher stats than your standard Yaghra Spewer, its move set isn't much different. Get in close if you can to help mitigate the amount of ranged attacks Verdangu performs. Most of them are unavoidable, so you'll find most of the fight is just a race against time.

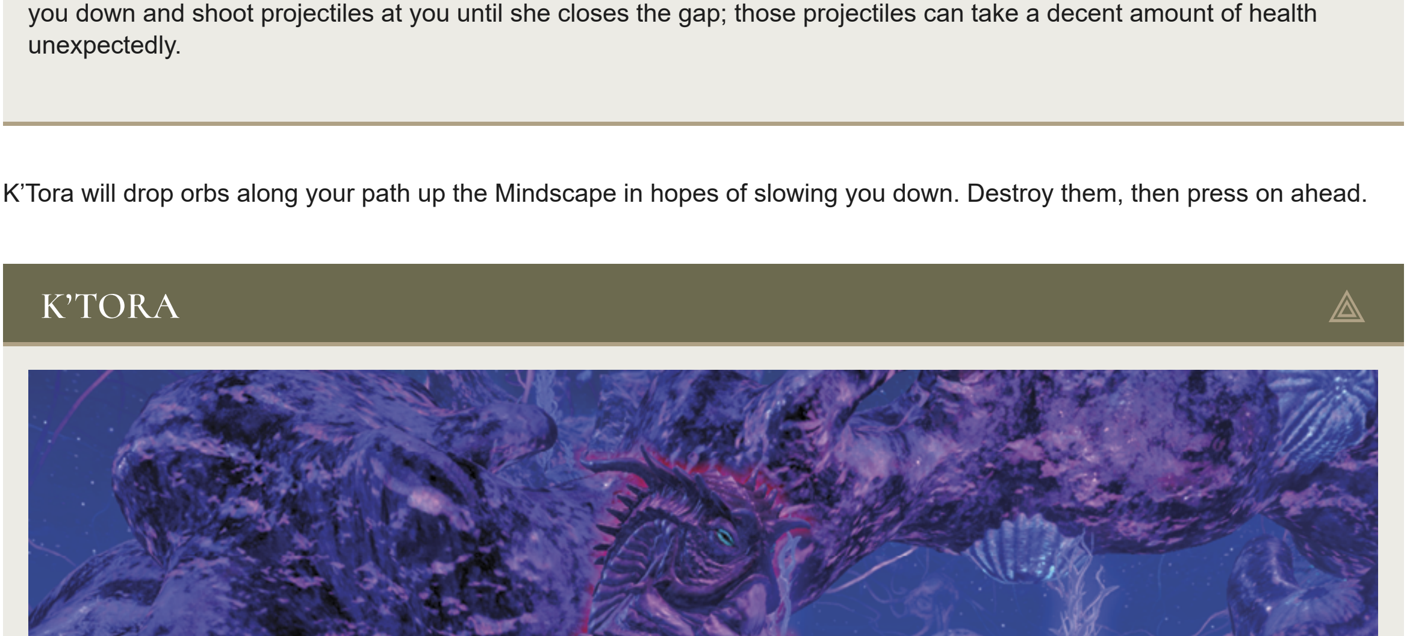
DISSONANCE



Dissonance is well rounded and has attacks for all occasions, but she is overall a melee-based fighter. Stay on the move while fighting her; a lot of her melee attacks have extended AoE range that can be hard to avoid. She'll constantly chase you down and shoot projectiles at you until she closes the gap; those projectiles can take a decent amount of health unexpectedly.

K'Tora will drop orbs along your path up the Mindscape in hopes of slowing you down. Destroy them, then press on ahead.

K'TORA



K'Tora isn't a hard fight if you prioritize his orbs and Yaghra first. His ranged attacks are pretty slow and have a red AoE ring around them to make them visible, even in this dimly lit place, so try to stick to ranged attacks, if you have the option. He will consistently create Alchemical Globules (orbs that look like Abyssal Pearls), fire a few projectiles at you, then dig into the ground and appear somewhere else. Destroy anything he summons, attack him, and keep your distance. If there are no additional enemies on the field, his attack options will be severely limited. A patient approach is better than an all-out attack in this fight.

Once you defeat K'Tora, run up and grab the Ul'vor Staff to leave the Mindscape. Speak with Sotha Sil, then backtrack to Ceporah Tower and speak with Ritemaster Iachesis to finish this quest. You'll earn a Ritemaster's Gifted Staff and a Skill Point for your efforts.

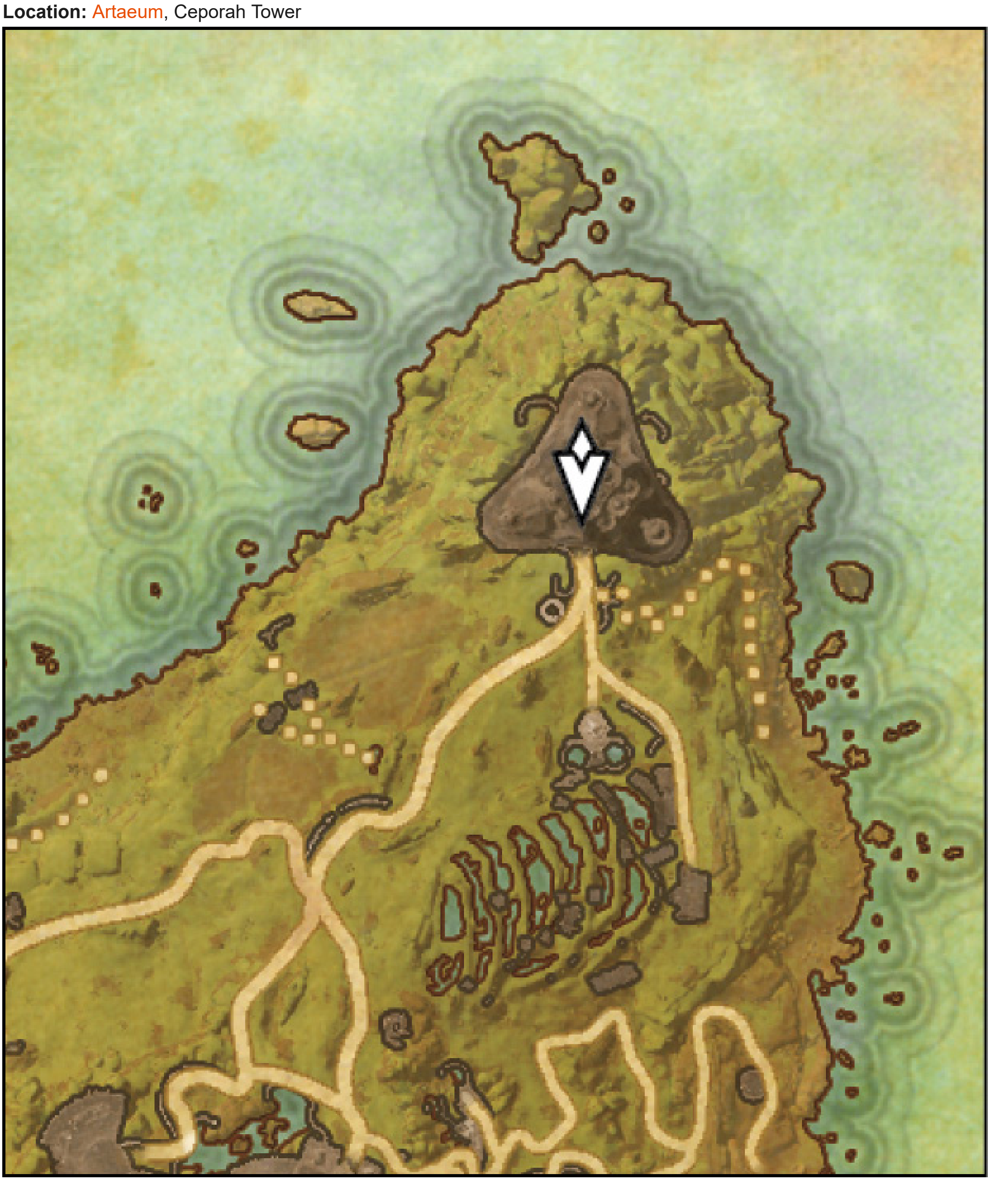
THE ABYSSAL CABAL SIDE QUEST

The Abyssal Cabal Dungeon Quest is now available in Alinor. Head to the Karnwasten section of the "Dungeons and Trials" chapter in this book for more information.

Story Quests

The Tower Sentinels

- **Location:** Artaeum, Ceporah Tower



- **Quest-giver:** Ritemaster Iachesis (Valsirenn will appear in Shimmerene, Alinor, Lillandril, and Artaeum to offer you the quest if you don't take it from Ritemaster Iachesis.)

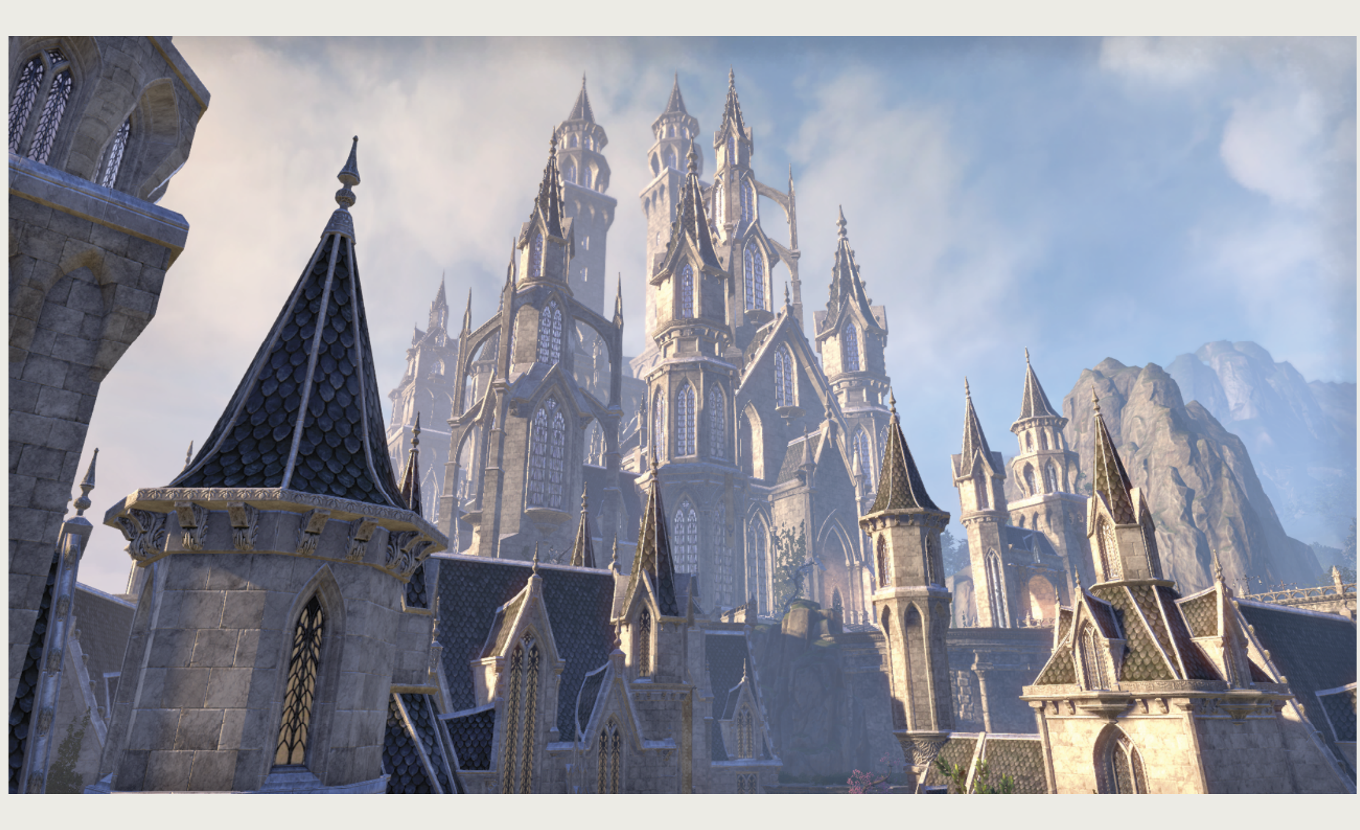
Description: Ritemaster Iachesis hid a powerful artifact to keep it out of enemy hands, but his recent memory issues have made it impossible for him to remember where he left it. You'll need to seek the aid of the Proxy Queen to gain access to the Sapiarchs—the Summerset's greatest scholars, who currently reside in the Sapiarch College in Lillandril. The Ritemaster believes they may be able to help him with his memories.

GO TO ALINOR'S ROYAL PALACE

You must head to Summerset's capital, Alinor, on the island's southwest side for this next objective. Alinor's Royal Palace is in the northeast corner of the city, but you need to reach the city's southeast corner, then head north up and over the bridge.

ALINOR

Alinor is Summerset's capital and the home to Proxy Queen Alwinarwe, the sovereign of Summerset in Queen Ayrenn's absence. It is a large city with a bustling market and a plaza tailor-made for craftsmen and women of all kinds. A mountain separates Alinor from Sunhold, so they aren't necessarily "neighbors."



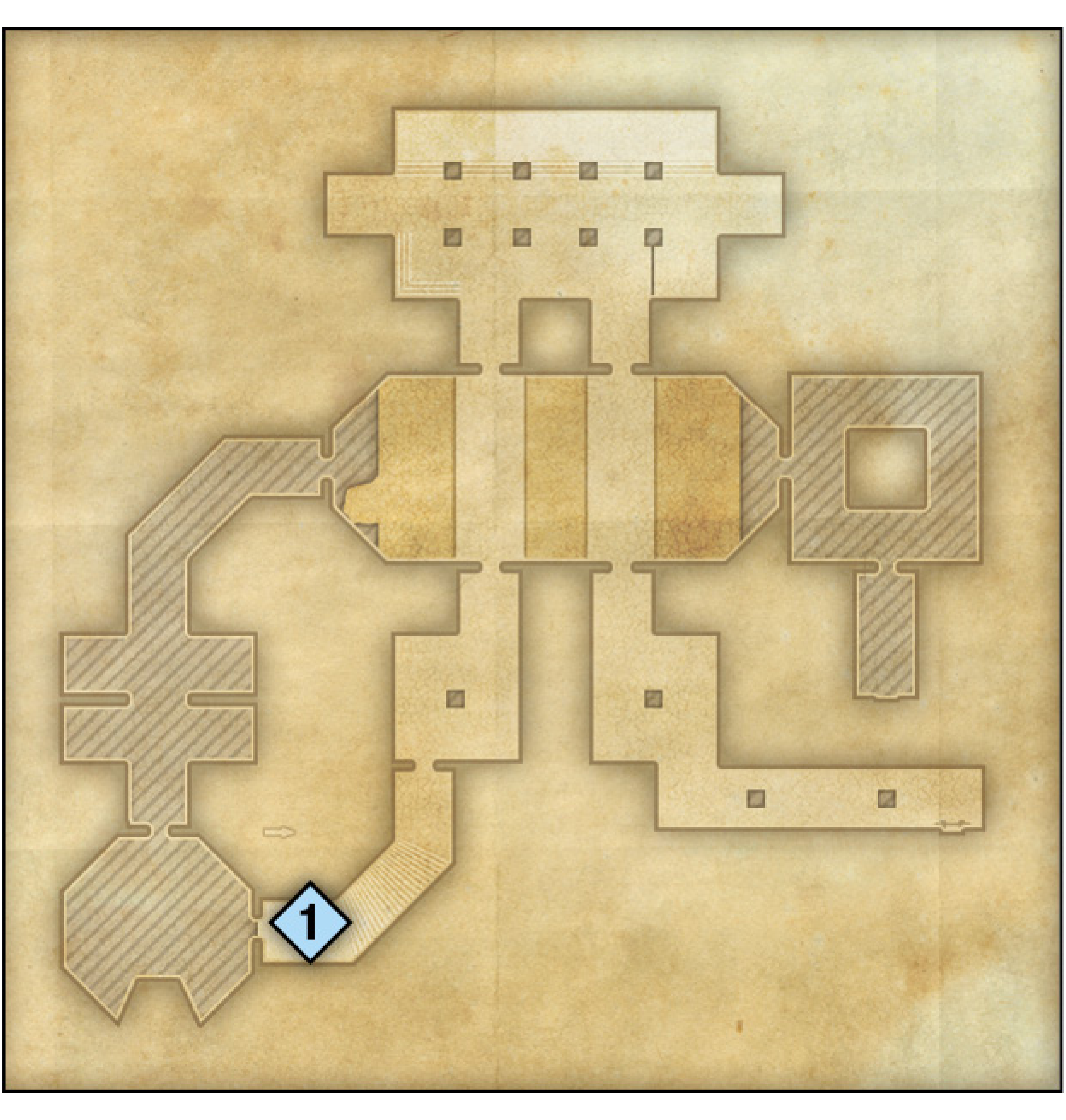
Once inside the palace, speak with Proxy Queen Alwinarwe and you'll be granted access to Lillandril's Sapiarch College. Leave Alinor and head to the western tip of Summerset to find Lillandril. Once inside, locate and speak with the portal master to be granted access to the Sapiarch College.

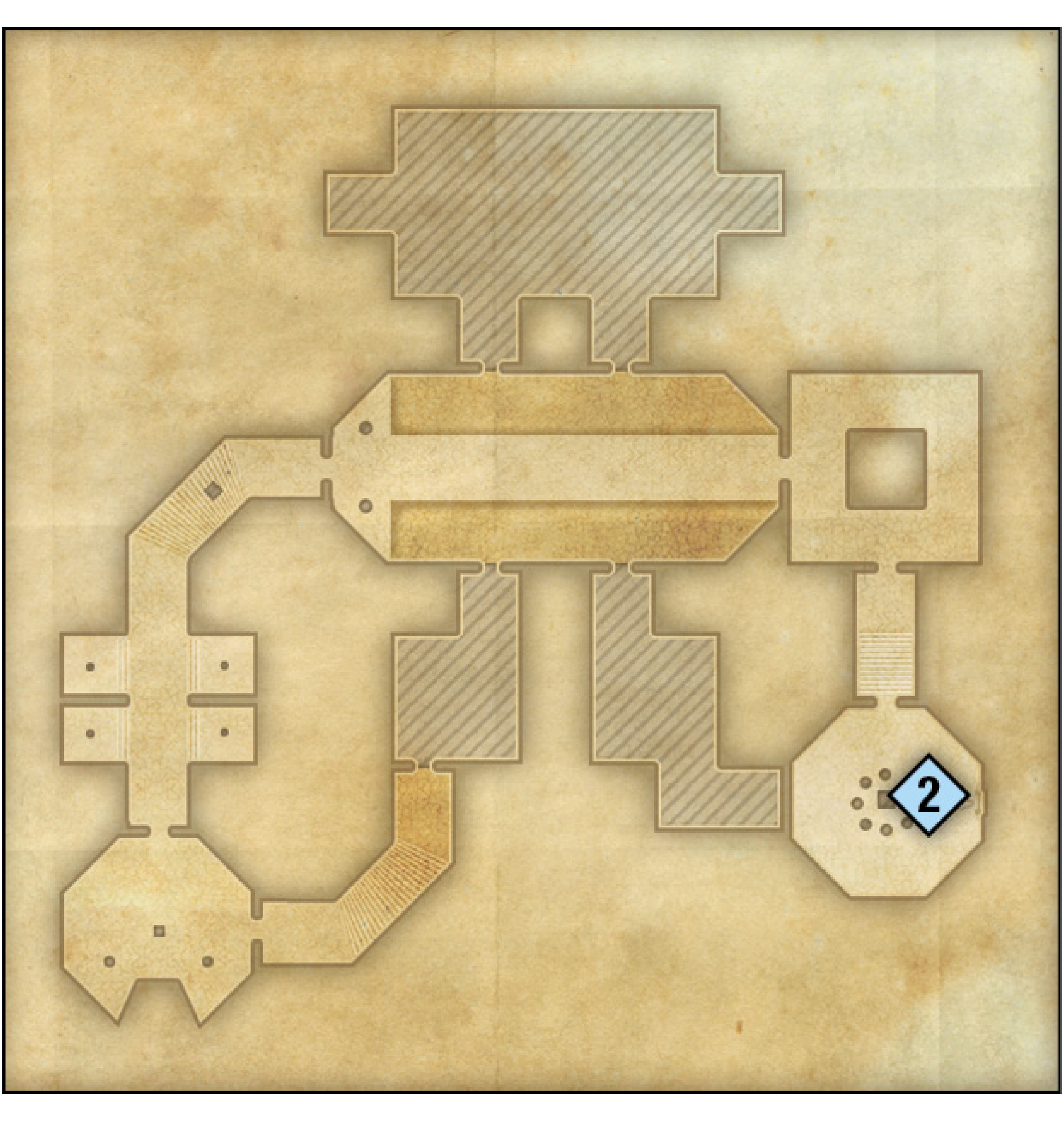
LILLANDRIL

A port city on the west side of Summerset, Lillandril is a humble place, with its major historical claim to fame being the Flask of Lillandril: a magicka-absorbing flask that was found on Lillandril's shores, then promptly escorted off of Summerset for fear of theft. It was lost en route to Daggerfall and hasn't been seen since.

Before entering the portal, speak with Valsirenn to learn a bit more about her and her family. It's worth listening to if you're not in a hurry. Head through the portal and speak with Sapiarch Ellimil just up ahead. Once you're done speaking to him, enter the College of Sapiarchs' labyrinth. Speak with Valsirenn before continuing on.

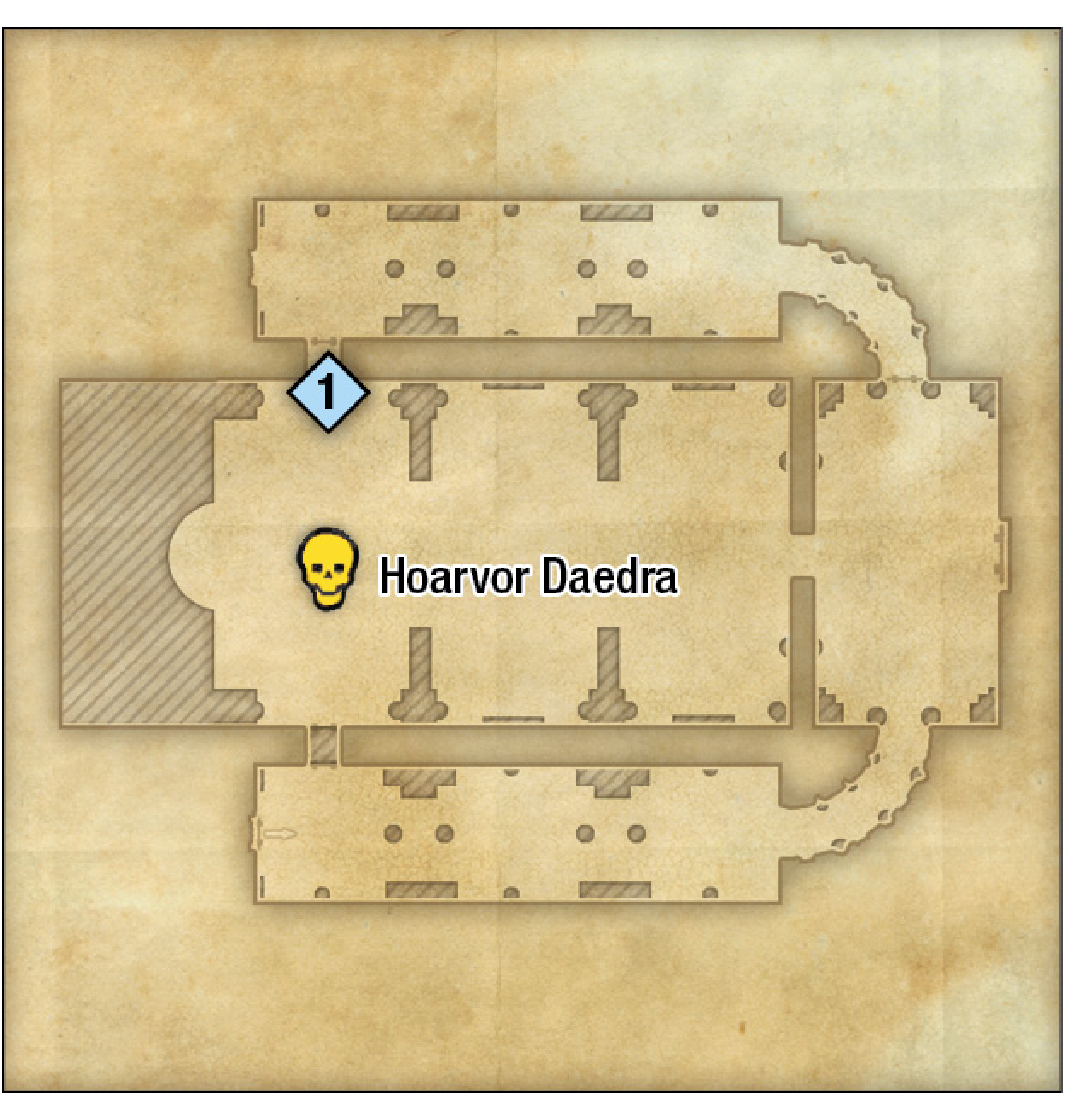
COLLEGE OF THE SAPIARCHS' LABYRINTH





The Sapiarchs' labyrinth doesn't contain any twists and turns to slow you down, but it is packed to its edges with Ogrim and Flesh Atronach. Both are enemies that take hits with ease and hit harder in return. The Ogrim attack with AoE fire spells and move fairly fast for their size, while the Flesh Atronachs are aggressive and melee focused. Use defensive buffs to mitigate damage and focus on attacking a singular enemy when they are grouped. To avoid getting killed, you must lower their total damage output as quickly as possible.

COLLEGE OF SAPIARCHS



Follow the objective marker to the College of Sapiarchs proper. The portion of the college consists of two narrow, enemy-filled hallways and a large entry hall and chapel. You'll have quite a fight on your hands as soon as you enter the area. The narrow hallways make it impossible to get through without alerting enemies, unlike the previous area.

Once you defeat the Hoarvor Daedra, head into the next room and speak with Sapiarch Larnatille. Afterward, talk with both Valsirenn and Earl Leythen, then leave the building through the east door in the entry hall.

HOARVOR DAEDRA

Once you make it through the first hallway, you'll be in the entry hall. You must head through the north passage to progress, but do so carefully. Ahead is a Hoarvor Daedra; you must defeat it to progress further. Before you initiate combat with the enemy, clear out all the enemies on the sides of the room. This fight isn't terribly hard, but if additional enemies from around the room join the fight, it can make it nearly impossible to win.

The Hoarvor Daedra will consistently spawn smaller Necrotic Hoarvors to assist it. These tiny offspring will attack, then perform a self-detonating AoE attack that can do massive damage if you're caught in it. Prioritize defeating them as soon as they appear, then continue the assault on the big bad. The Hoarvor Daedra doesn't have a ton of attacks, but its basic moves deal a good bit of damage. There's not much you can do to avoid most of its attacks, so put on a resistance buff and slot a healing spell to keep yourself alive. If you can take out its tiny Necrotic Hoarvors without them detonating on you, the fight will go smoothly.

GO TO THE ILLUMINATION ACADEMY

Your next destination is the Illumination Academy, which is slightly northwest of the center of Summerset. Head into the Illumination Academy's courtyard and speak with Razum-dar. Enter the Academy guest wing to inspect Hannayel's room. Read the letter on the desk to finish the inspection. Hannayel lists several books she's been reading. It may seem like useless information, but the books she lists are actually the key to completing the next objective.

FIND HANNAYEL'S QUIET ROOM

You can speak with Razum-dar for further tips on how to locate Hannayel. From here, return to the Illumination Academy's main courtyard and enter the Hall of Illumination on the compound's northeast end. Follow the objective markers to gather the books, then take them upstairs and place them on the podiums in the marked room, starting from left to right. The correct combination is *Further Notes on the Sload*; *The Maormer of Pyandonea*; *Sages of the Crystal Tower*; and *The Year 2920*, vol. 4. Once the quiet room is revealed, speak with Sapiarch Hannayel. When you're done, head back outside, then go to King's Haven Pass, which is just east of the Illumination College.

KING'S HAVEN PASS RUINS

Once in King's Haven Pass, you must track down Sapiarch Imedril. There's nothing particularly tricky about locating him, but you will have quite a few enemies to contend with, especially when you get into the tunnels.

TWO BIRDS WITH ONE STONE

King's Haven Pass is actually a delve, which means it has not only a boss and a Skyshard, but also a couple of quests associated with it. You can turn to the "Delves" section of the guide to get more information on those quests if you want to complete everything all at once.

After defeating Keetas, head through the door ahead. You'll find Sapiarch Emidril tangled in webs, about to be pulled into certain doom. Approach the Sapiarch and burn the webs off him to save him. Pick up the Dawnstar Gem next to the Sapiarch, then speak with him before leaving the ruins. Head back to Artaeum and report your findings to Ritemaster Iachesis to finish the quest. You'll earn a Tower Sentinel Brigandine as a show of thanks.

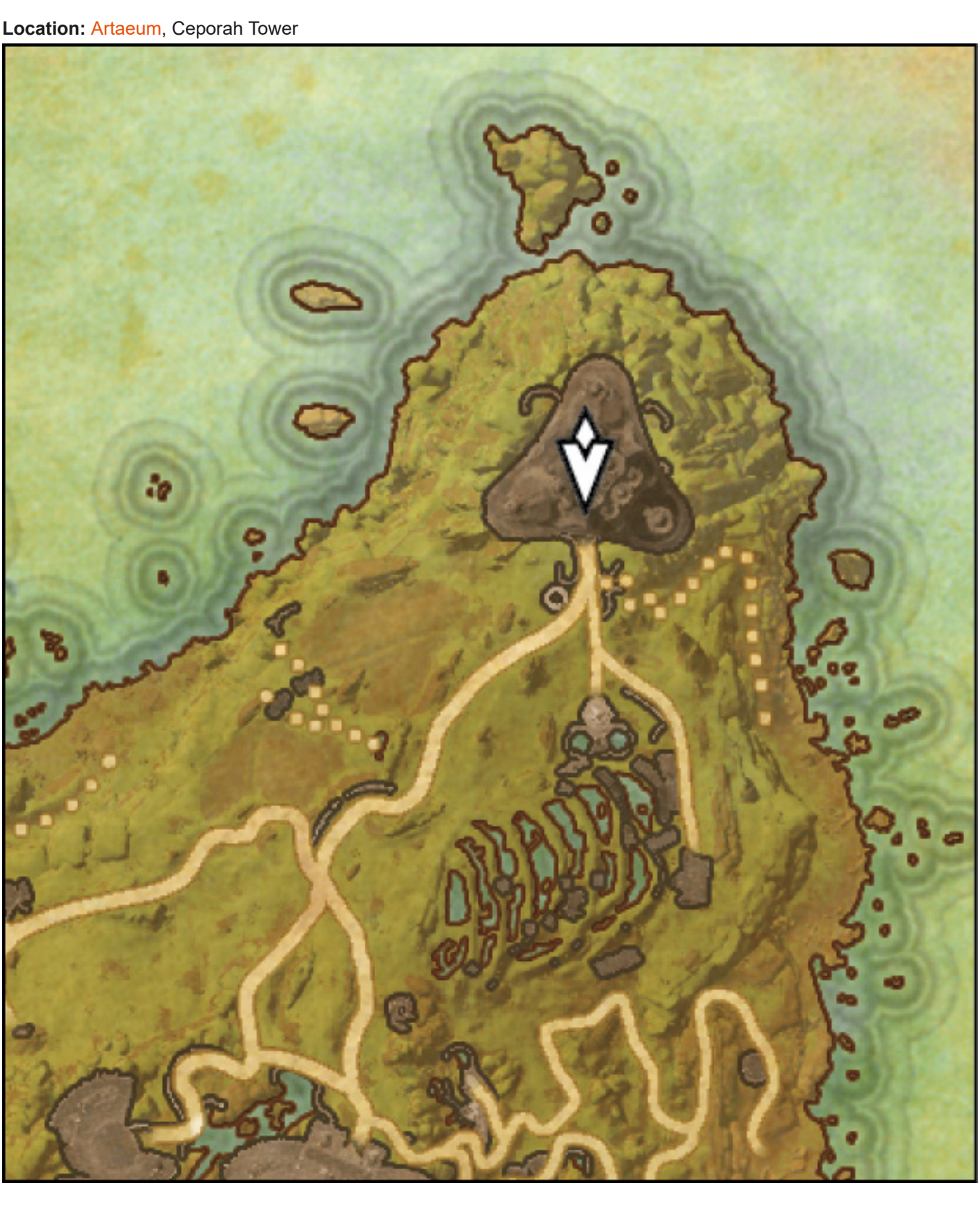
KEETAS THE WEAVER

In order to reach the Sapiarch, you must first kill Keetas in the back of the delve. She isn't a terribly difficult fight if you play aggressively. Her defense and health are low, but she makes up for this by mass summoning spiderlings. If you focus all of your attacks on her exclusively and hit her with everything you've got, she'll drop quickly and her spiderlings will go with her.

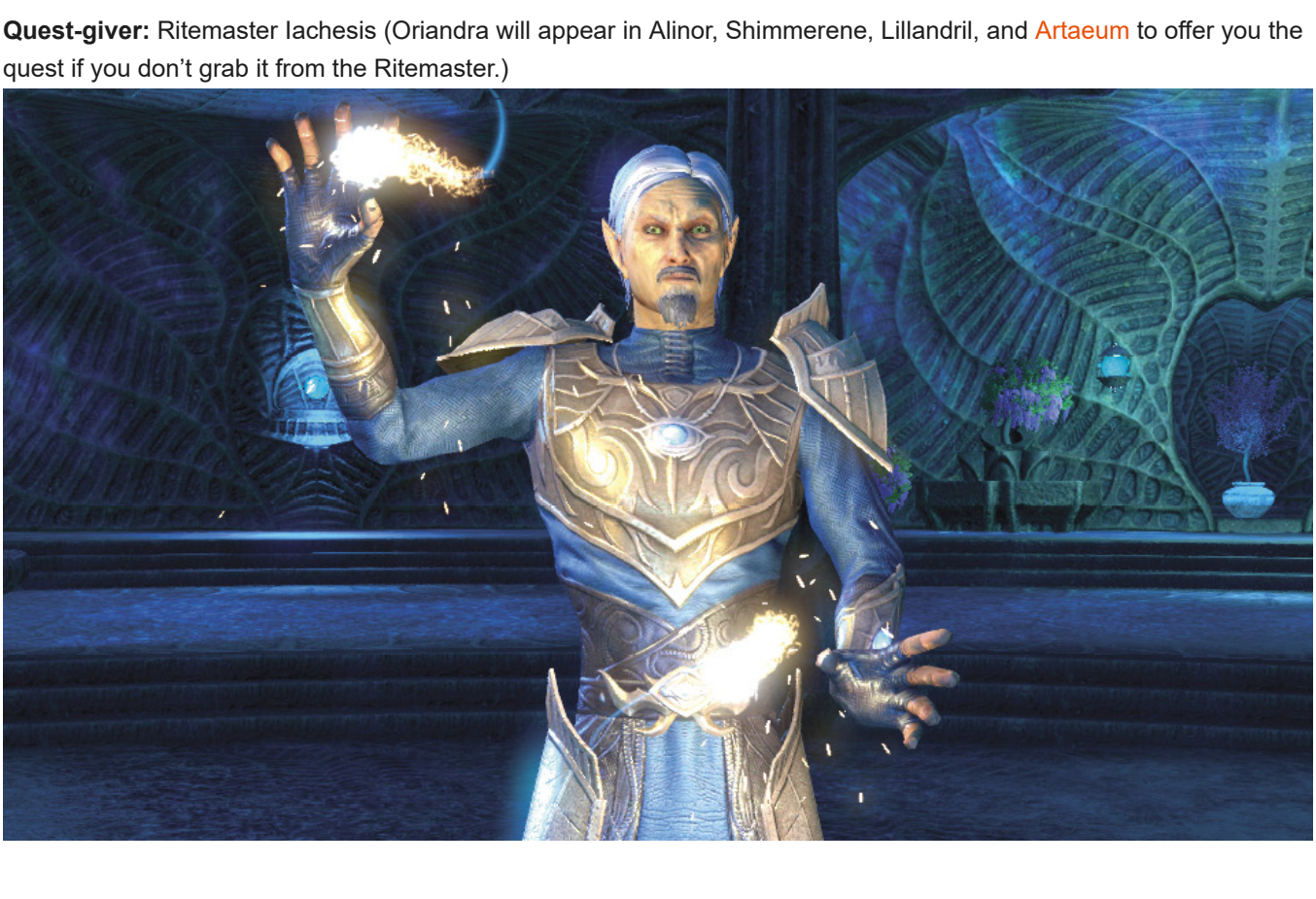
Story Quests

The Dreaming Cave

- **Location:** Artaeum, Ceporah Tower



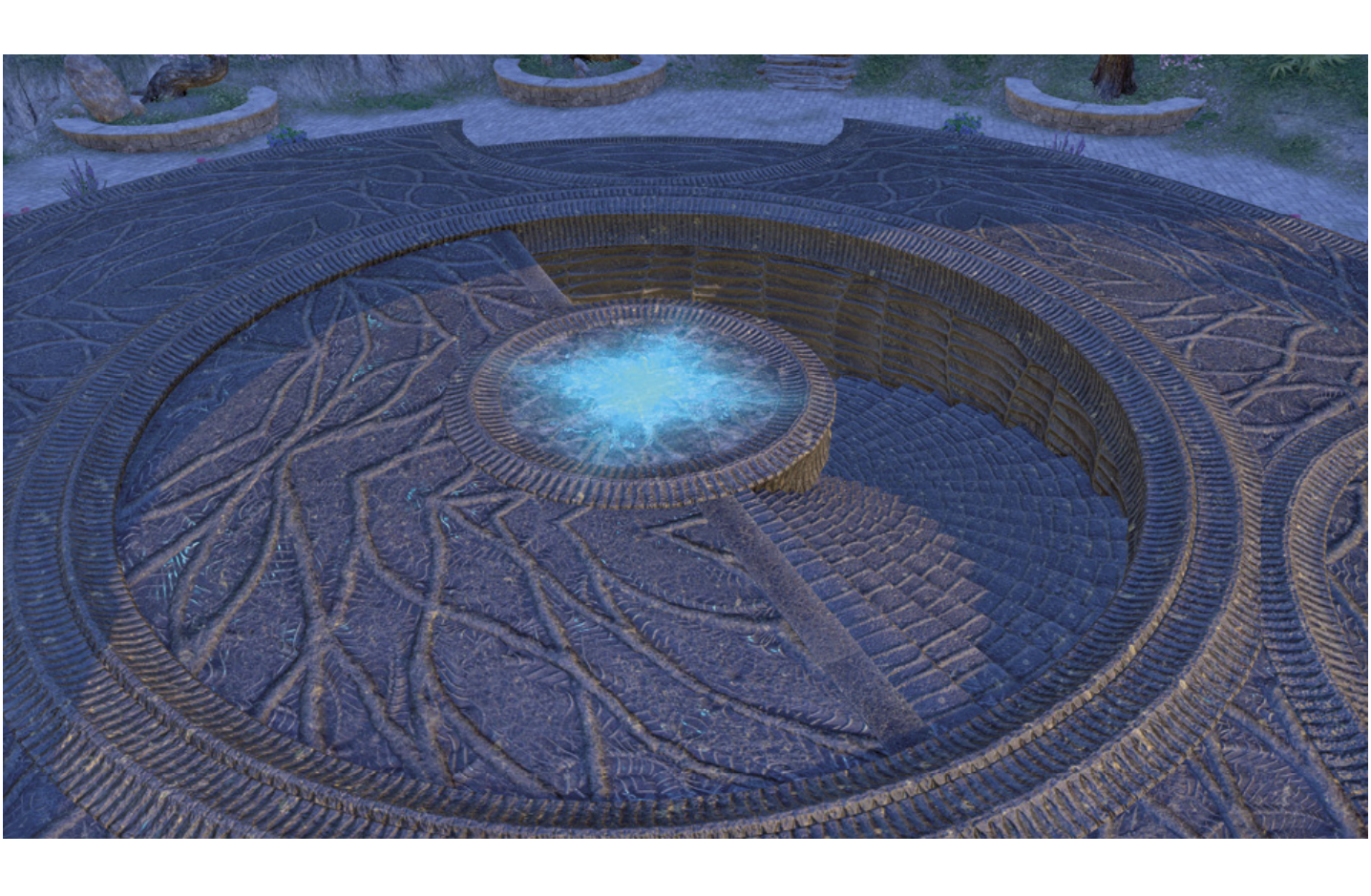
- **Quest-giver:** Ritemaster Iachesis (Oriandra will appear in Alinor, Shimmerene, Lillandril, and Artaeum to offer you the quest if you don't grab it from the Ritemaster.)



Description: Ritemaster Iachesis's memory is still fractured, but in his time of reflection he's seen splintered images of the Heart of Transparent Law in the Dreaming Cave below Ceporah Tower. Accompany him and see where these broken memories lead.

MEET THE RITEMASTER IN THE DREAMING CAVE

To begin, exit Ceporah Tower. There's a staircase below the tower's portal outside. Follow it into the Dreaming Cave, where you'll find Ritemaster Iachesis. Speak with him and he'll attempt to open a portal. Use the Dawnstar Gem you obtained from Sapiarch Emidril in the last quest to help him. The gem isn't enough to get the job done; you need help. Exit the Dreaming Cave and locate Earl Leythen and Valsirenn, who are to the west of Ceporah Tower.

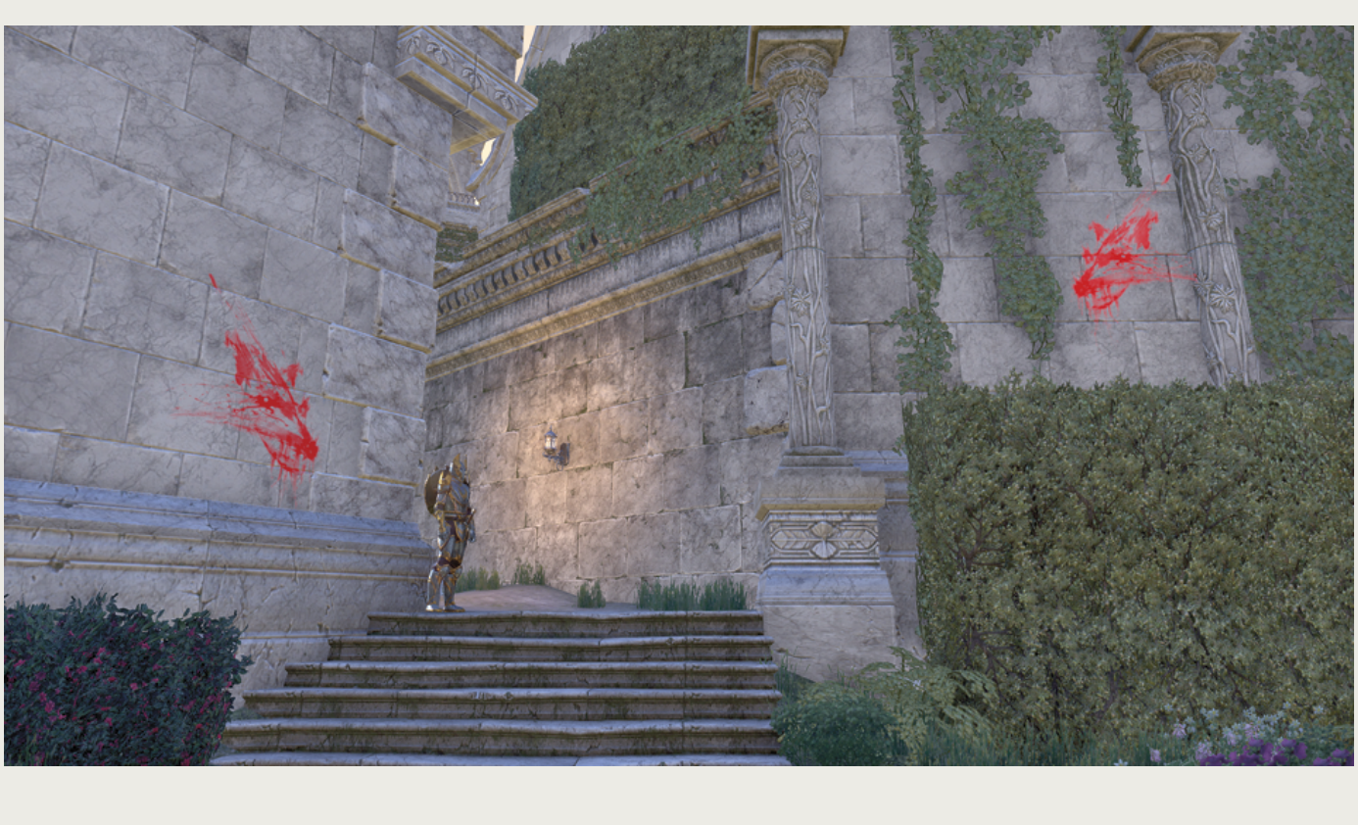


FIND RAZUM-DAR IN SHIMMERENE

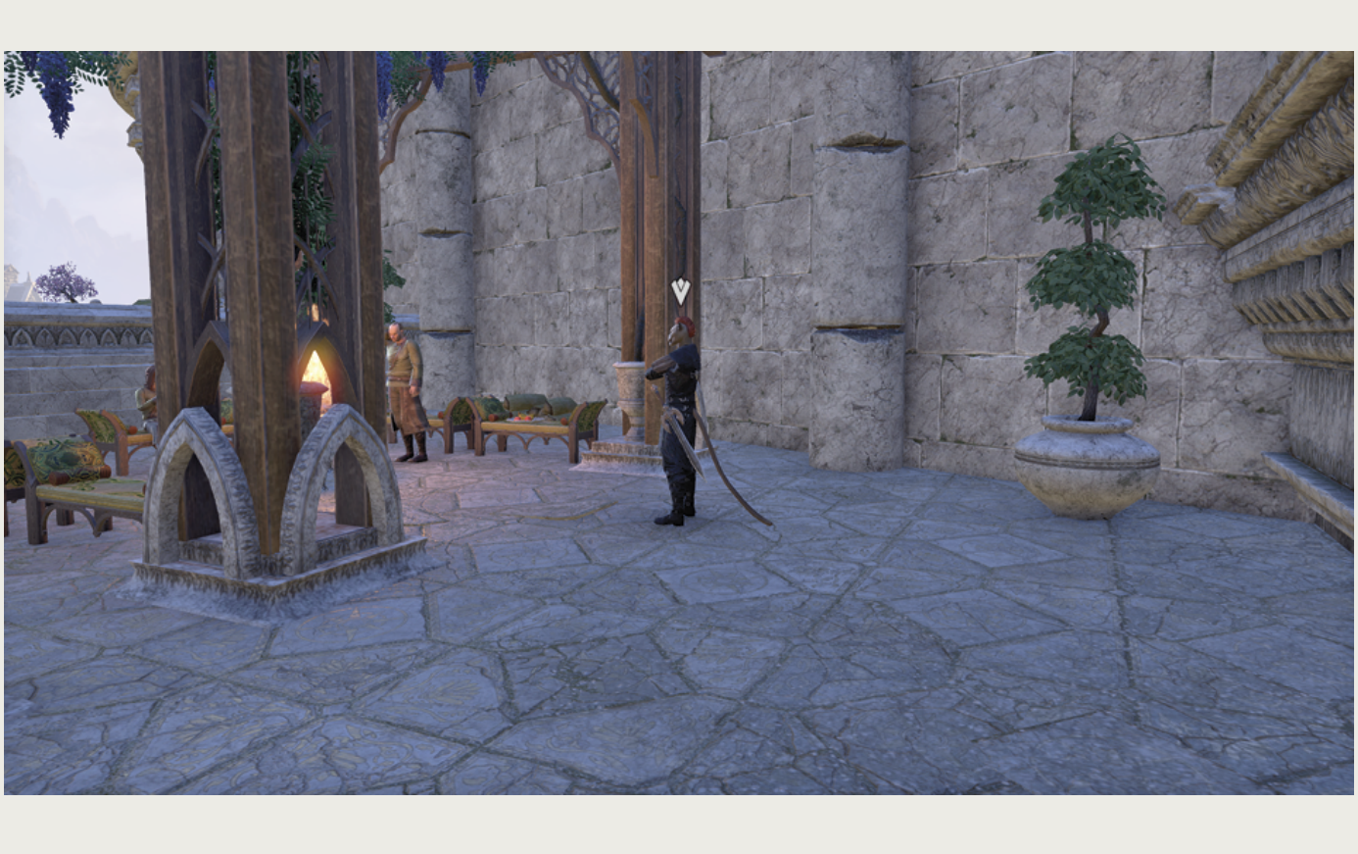
After speaking with Valsirenn and Earl Leythen, head to Shimmerene to try finding Razum-dar. Upon reaching the objective marker, you'll find Bailiff Roland complaining about red scrawling on the walls in Shimmerene that look suspiciously like a skeever. Talk to the bailiff and you receive three dialogue options. These choices affect how helpful the bailiff will be in helping you locate Razum-dar, but the destination will be the same regardless.

To find Razum-dar, you must follow where the noses on the skeever drawings point. If you want a quick solution, see the "Razum-dar's Location" note.

RAZUM-DAR'S LOCATION



Razum-dar can be found slightly northwest of the Anchor's Aweigh Inn near the northeast side of town.



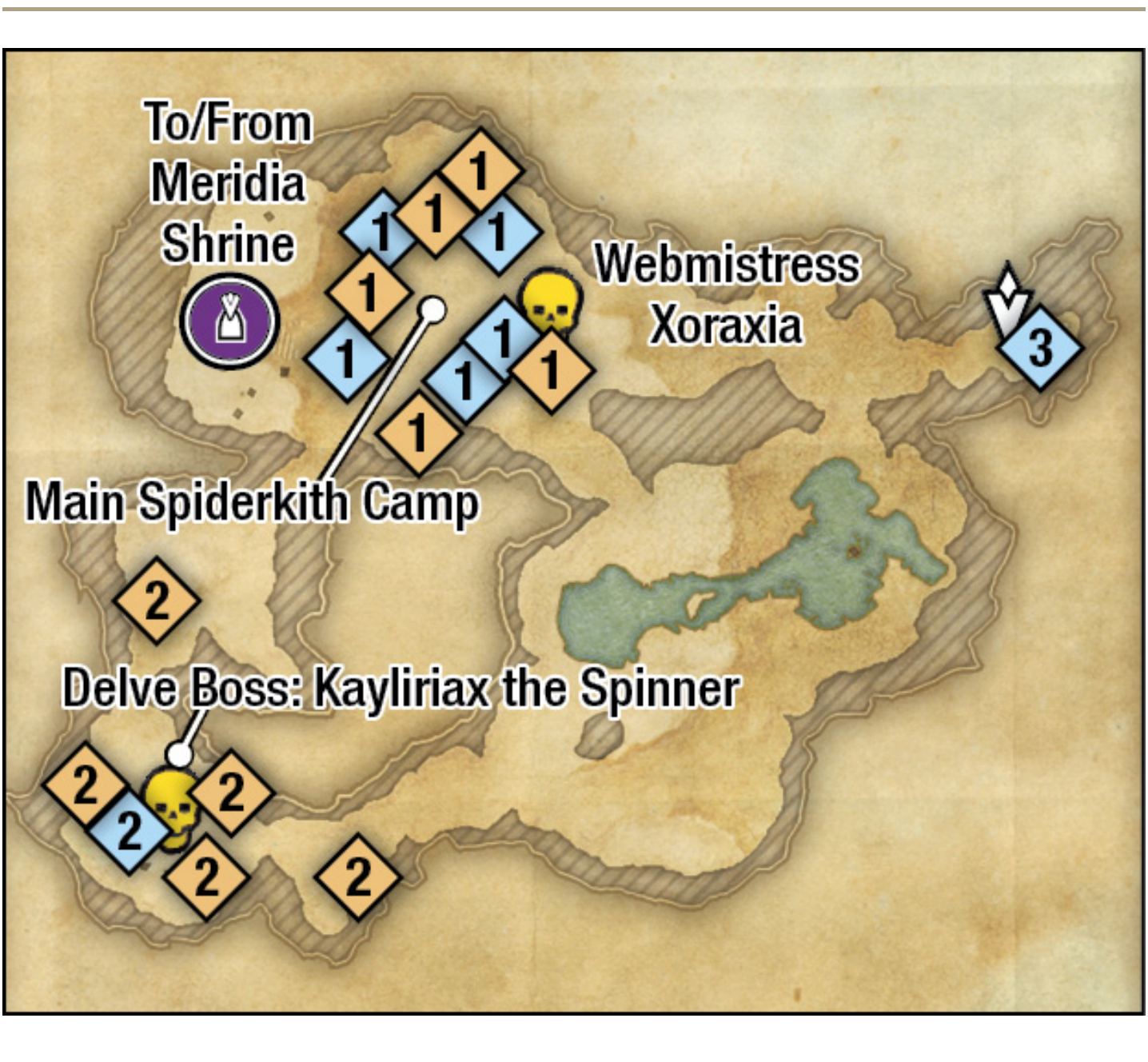
MEET RAZUM-DAR AT ETON NIR GROTTO

DELVE DIVING

Eton Nir Grotto is another delve that has a couple of quests associated with it. If you want to clear it out completely in one go, turn to the Delves section of this book to learn more about where to find the related quests.

Leave Shimmerene and head northwest toward Eton Nir Grotto. Once you arrive, you'll find Razum-dar with a contact of his named Sadara-do. Speak with her, then head into Eton Nir Grotto.

ETON NIR GROTTO DELVE



You'll need to search the Delve for the Meridia Shrine, which is in the northwest corner of the map. Unlike King's Haven Pass, you can avoid most encounters here, which is particularly helpful, because an elite enemy stands between you and the Meridia Shrine. You can choose to engage her or simply sneak past her—the choice is yours.

Looting the Light: Tokens of Meridia	1
Snuffing out the Light: Scriptures of Meridia	1
Snuffing out the Light: Cocoons	2

WEBMISTRESS XORAXIA

Elite Enemy

The Webmistress is very hardy and can soak up a lot of damage before finally giving up the ghost. Like most other elites you've fought up to this point, Xoraxia summons spiders to do her bidding. These are the spiderlings you're used to, so you'll need to take extra care in clearing them out before attacking Xoraxia directly. Leaving them to do their her bidding will make it nearly impossible to beat her while all of your limbs are still attached.

ELITE ENEMY

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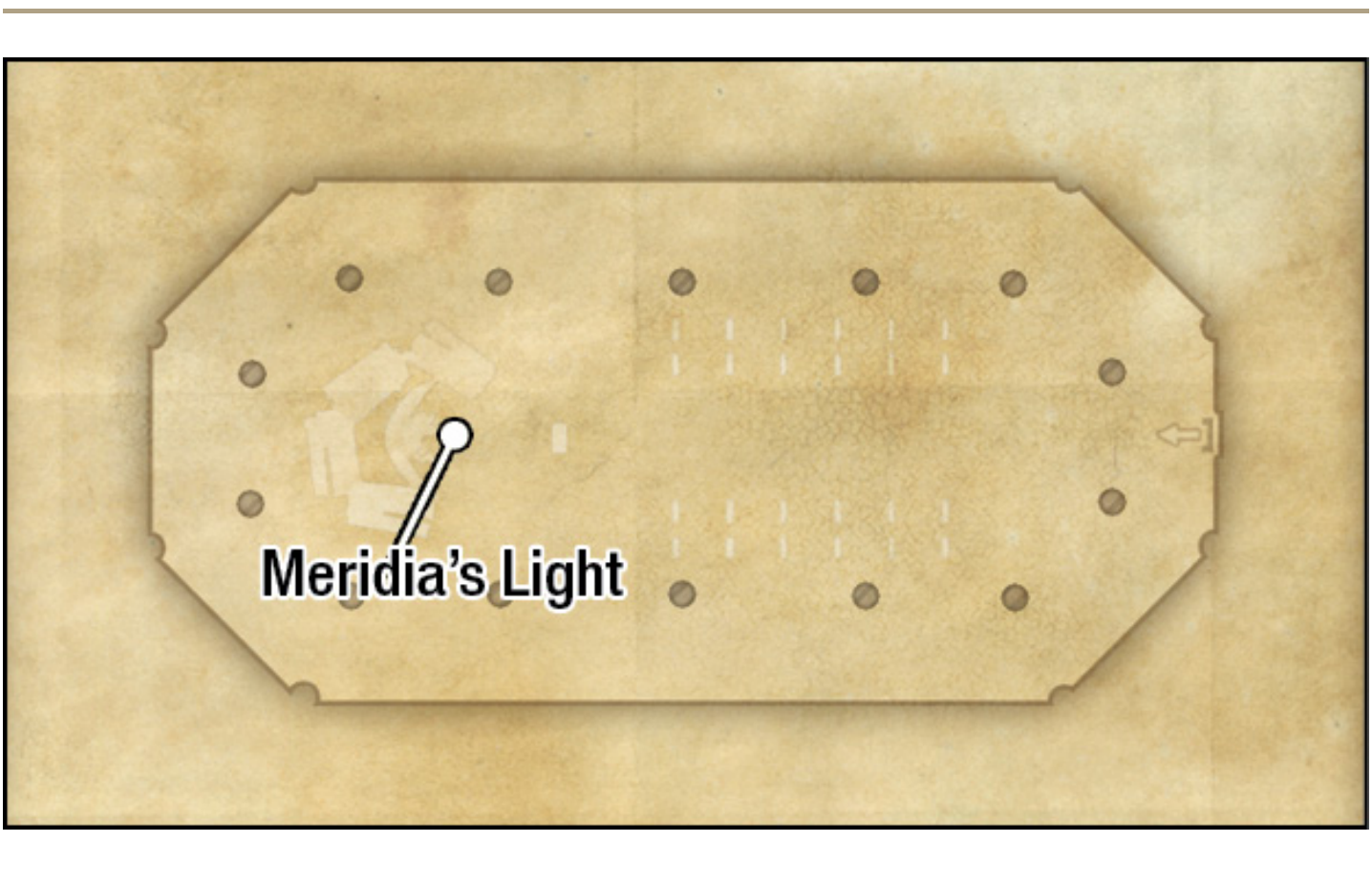
INVESTIGATE THE SHRINE

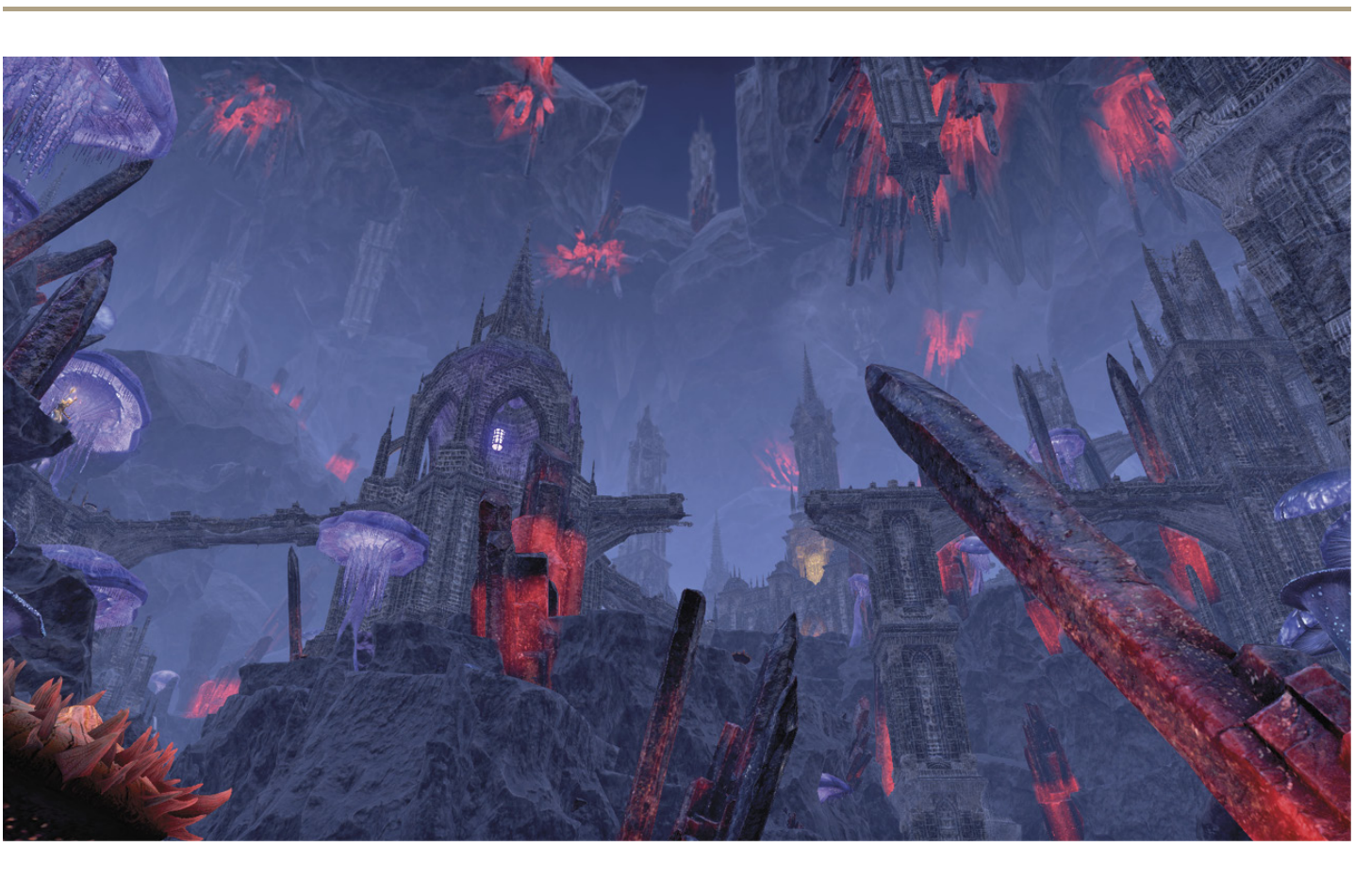


Once you reach the shrine, head inside and follow Razum-dar and Sadara-do to the statue of Meridia. Speak with the statue, then return to Artaeum to tell the Ritemaster what you've learned. Before you go, you can speak with Razum-dar to get his feelings on all the recent events.

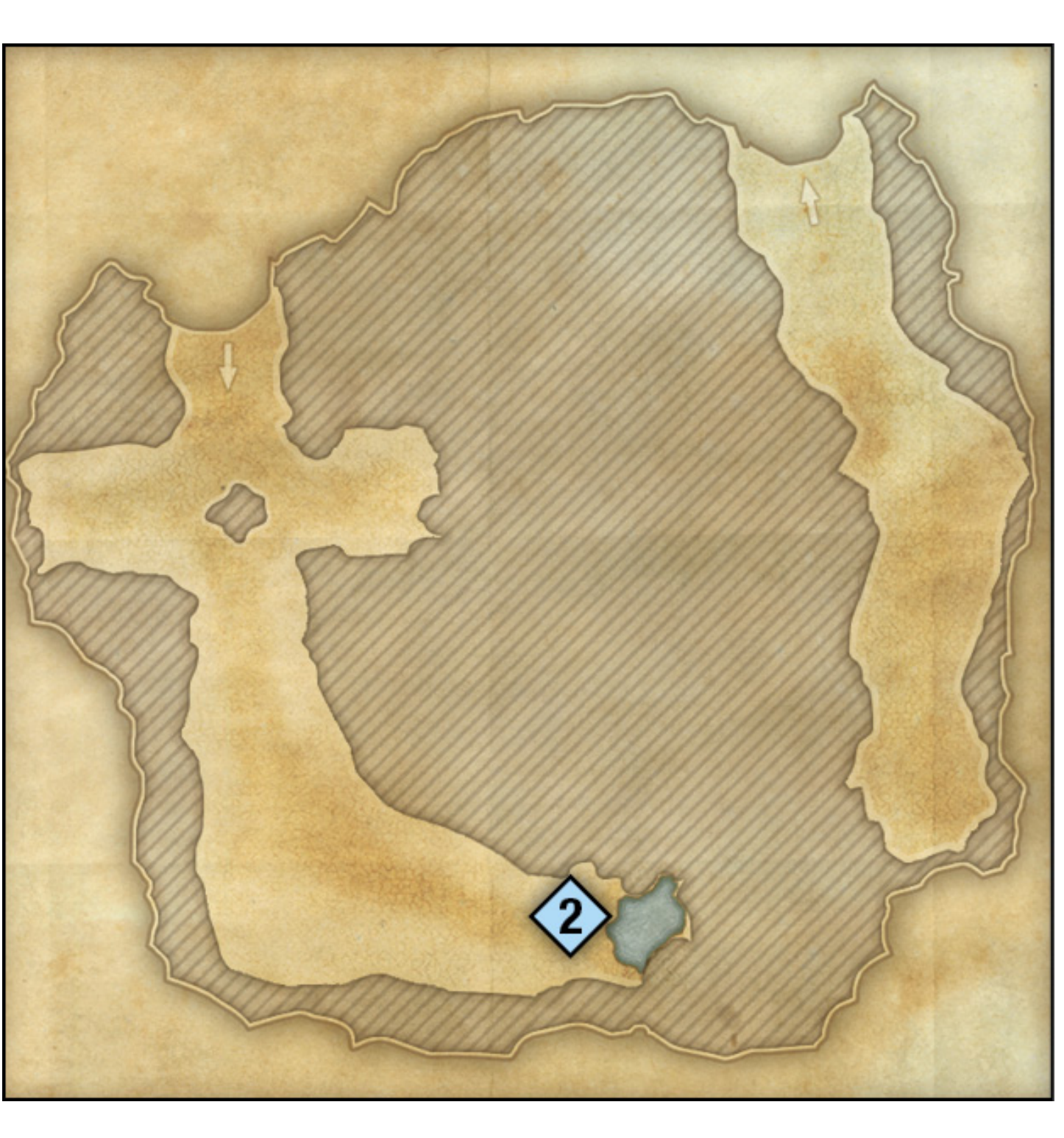
USE THE DREAMING CAVE

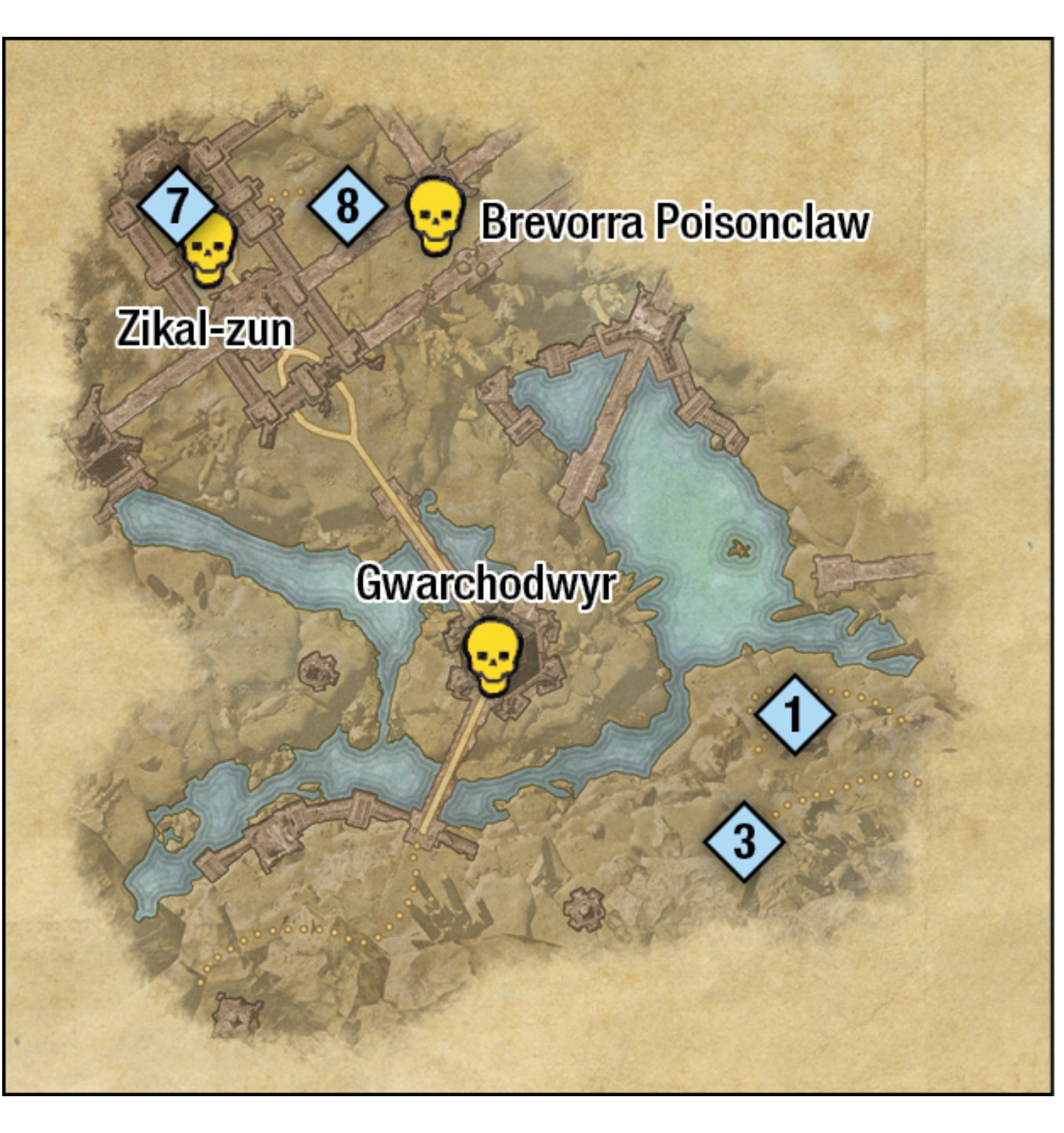
Once you're back in Artaeum, you can find the Ritemaster in the Dreaming Cave below Ceporah Tower. After speaking with him, he'll be ready to open a portal. Whenever you're ready, enter the portal to be taken to the Spiral Skein.

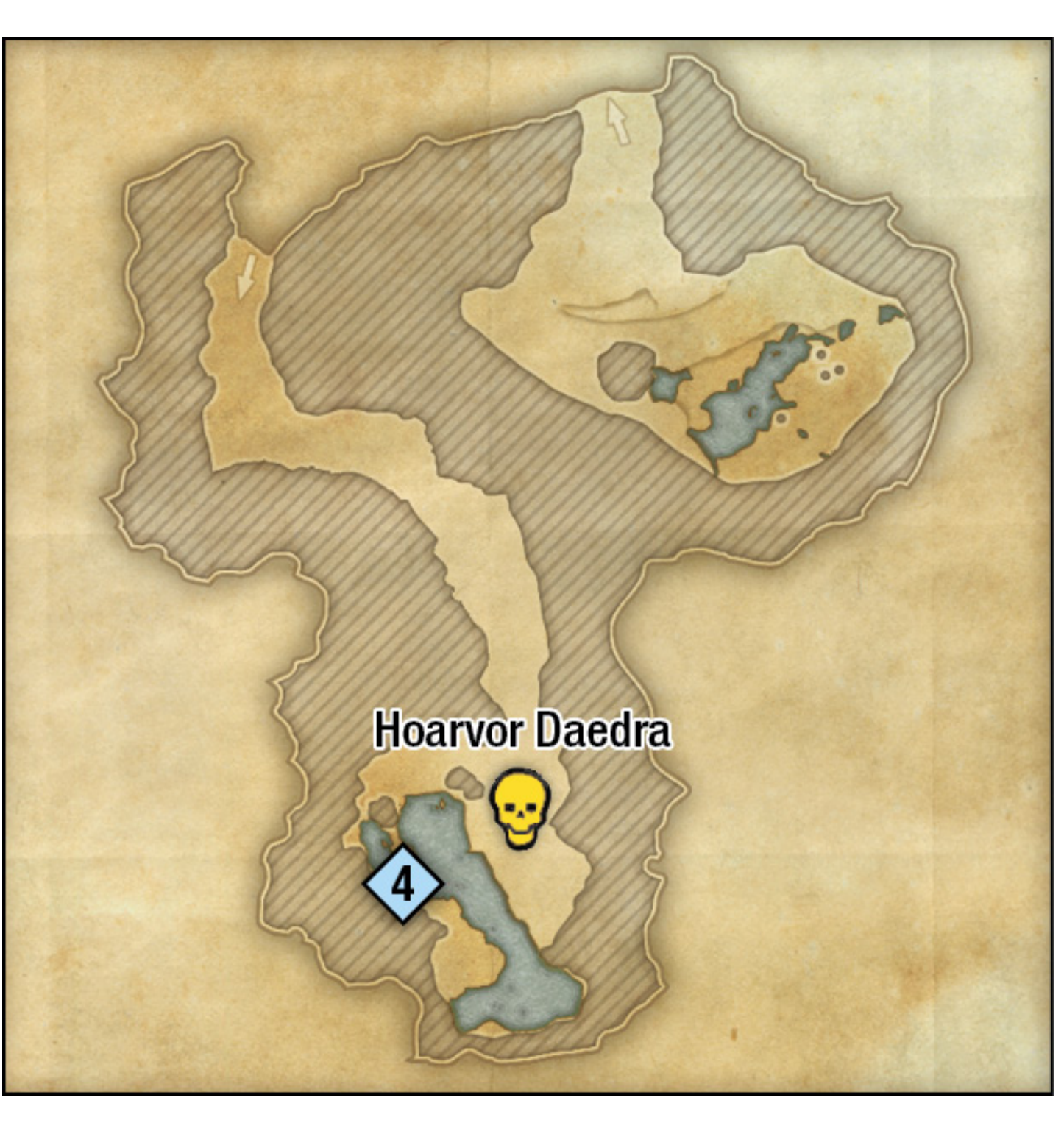
THE SPIRAL SKEIN

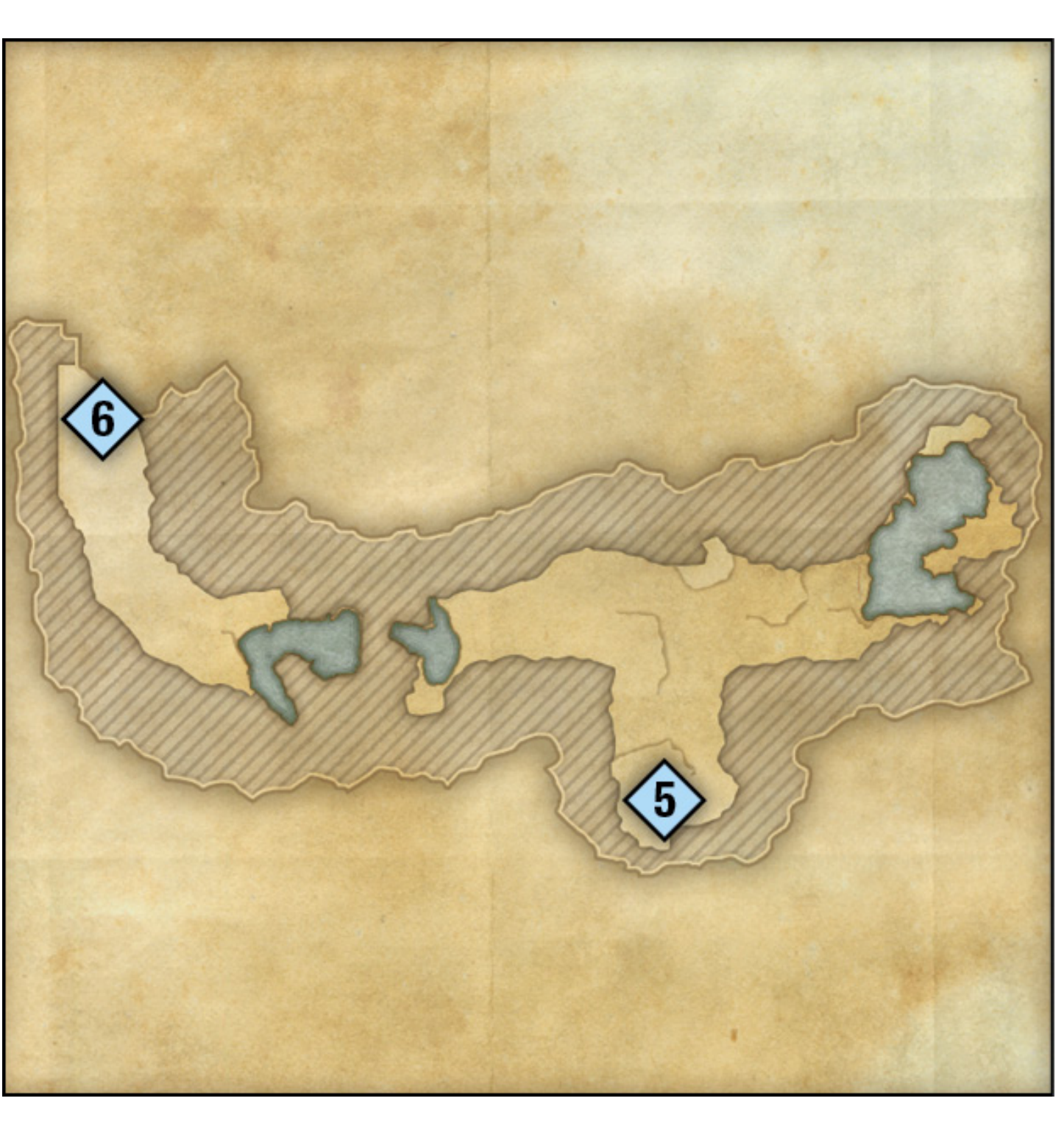


Dim and surrounded by rocks as unassailable as the rest of the terrain, the Spiral Skein is a web-coated, arachnid-filled gorge that is as oppressive and dangerous as it is beautiful and mysterious. So much within its walls screams death while the plantlife and crystal formations demand attention and admiration, calling like a siren's song and luring like deadly nightshade. No matter the beauty, this is daedra territory and you'd be unwise to stay here long.









FIND VALSIRENN

The first order of business is to reach Valsirenn within the Spiral Skein. You'll see her as soon as you step into the main chamber, but she's on an upper level. You must make your way around if you want to reach her.

Follow the path until you reach a dead end; you must burn down a wall of webbing to reach it. Once there, use the Dawnstar Gem to create a portal in the water ahead. Enter the portal and you'll be taken to the next floor. Continue on ahead, fighting through the insect daedra obstructing your path.

After you defeat it, make your way past it and you'll run into another dead end. Use the Dawnstar Gem once again to create another portal in the water.

Valsirenn is just up ahead, but she's been cocooned in a web. Free her from the cocoon, then speak with her. She'll assist in combat from here on, using her time-manipulating Psijic magic to attack enemies. With Valsirenn with you, head up the path and use the Dawnstar Gem once more to reveal another portal.

HOARVOR DAEDRA

Before long you'll encounter another Hoarvor Daedra—the giant, spiked spider creature you fought in the College of Sapiarchs back in Lillandril. So long as you kill the spiderlings as it creates them, you shouldn't have too much trouble defeating the Hoarvor Daedra, as before.

GWARCHODWYR

The elite Flesh Atronach, Gwarchodwyr blocks your path forward and there's no way around it. The good news is Gwarchodwyr fights like a Flesh Atronach . . . which also happens to be the bad news, depending on what kind of character you're playing as. It will pursue relentlessly and attack whenever it's in melee range. If you're a ranged character, you'll have little trouble keeping your distance while whittling its health down. If you're a melee character, however, you're going to take serious punishment during this fight. Be sure to have a defensive buff active during the fight and have a heal ability slotted to keep your health up.

After defeating Gwarchodwyr, burn the web wall behind him and head across the bridge toward the keep ahead. The Golden Knight is inside the keep waiting to be rescued.

ASSAULTING THE KEEP

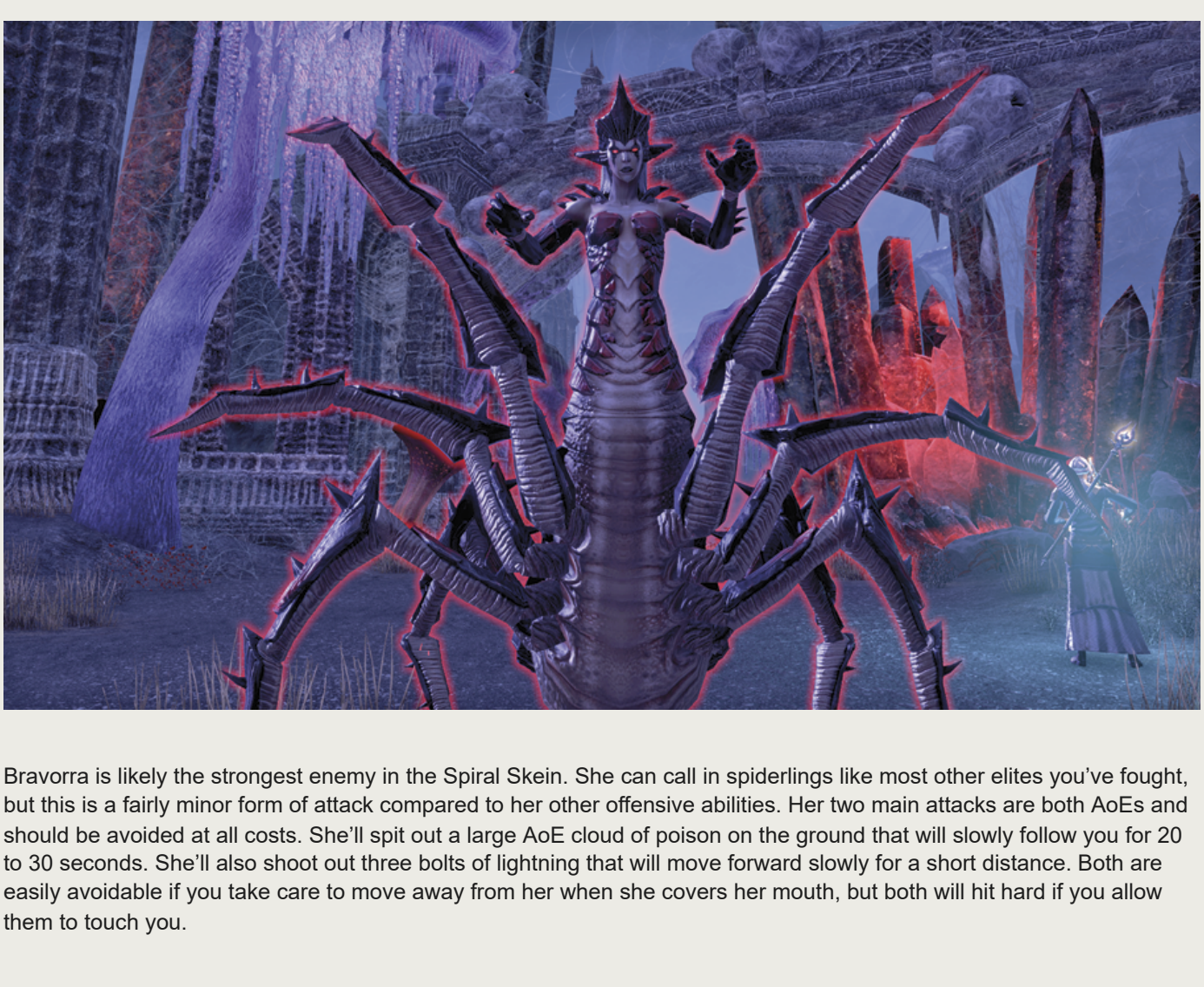
The entrances of the keep are covered with enemies, inside and out. Your best option for a risk-free entry is to pull the enemies a group at a time (or individually if you can manage it). Once the coast is sufficiently clear, head inside.

ZIKAL-ZUN

Once you're inside the keep, you'll find Zikal-Zun and her minions guarding the Golden Knight. Zikal-Zun is actually a pushover by herself, but the Flesh Atronach and two Ogrim with her make this one fight to not take lightly. Ignore her and focus on taking out the other enemies. Even if they aren't elite, three bruiser enemies like these can knock your health down with little effort. Once you defeat them, Zikal-Zun is effortless.

After clearing the room of enemies, cut the Golden Knight out of the web he's tangled up in and speak with him. Then exit the room and speak with Valsirenn, who can open a portal back to Artaeum, but she needs time to complete the ritual. With the Golden Knight wounded and Valsirenn focused on the portal, it's up to you to run defense. Valsirenn's portal summoning will draw the attention of daedra in the area, forcing you to fight wave after wave of attacking enemies. It's not as difficult as it might sound, but it does end with a fight against an elite that can test your mettle.

BRAVORRA POISONCLAW



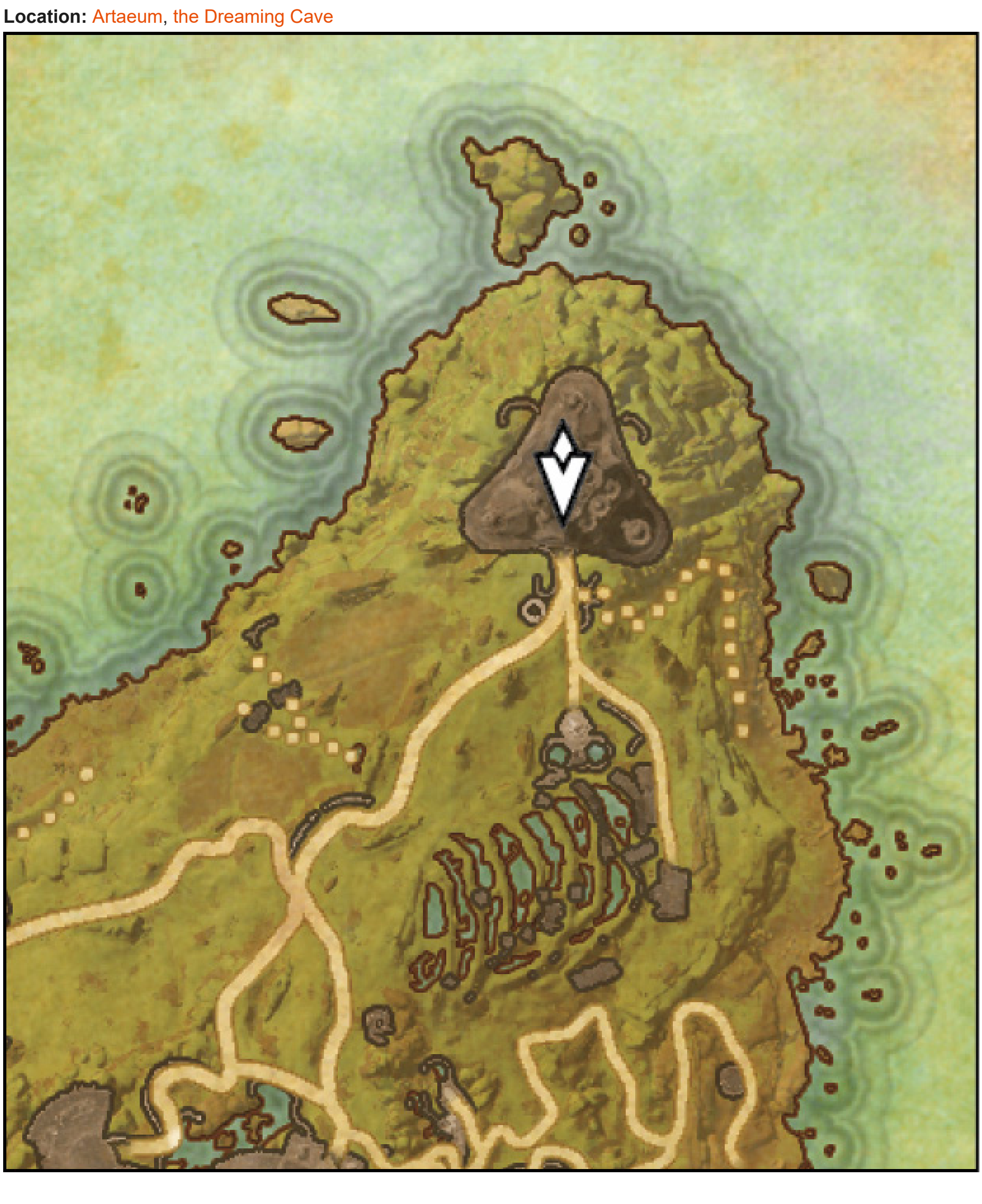
Bravorra is likely the strongest enemy in the Spiral Skein. She can call in spiderlings like most other elites you've fought, but this is a fairly minor form of attack compared to her other offensive abilities. Her two main attacks are both AoEs and should be avoided at all costs. She'll spit out a large AoE cloud of poison on the ground that will slowly follow you for 20 to 30 seconds. She'll also shoot out three bolts of lightning that will move forward slowly for a short distance. Both are easily avoidable if you take care to move away from her when she covers her mouth, but both will hit hard if you allow them to touch you.

TALK TO RITEMASTER IACHESIS

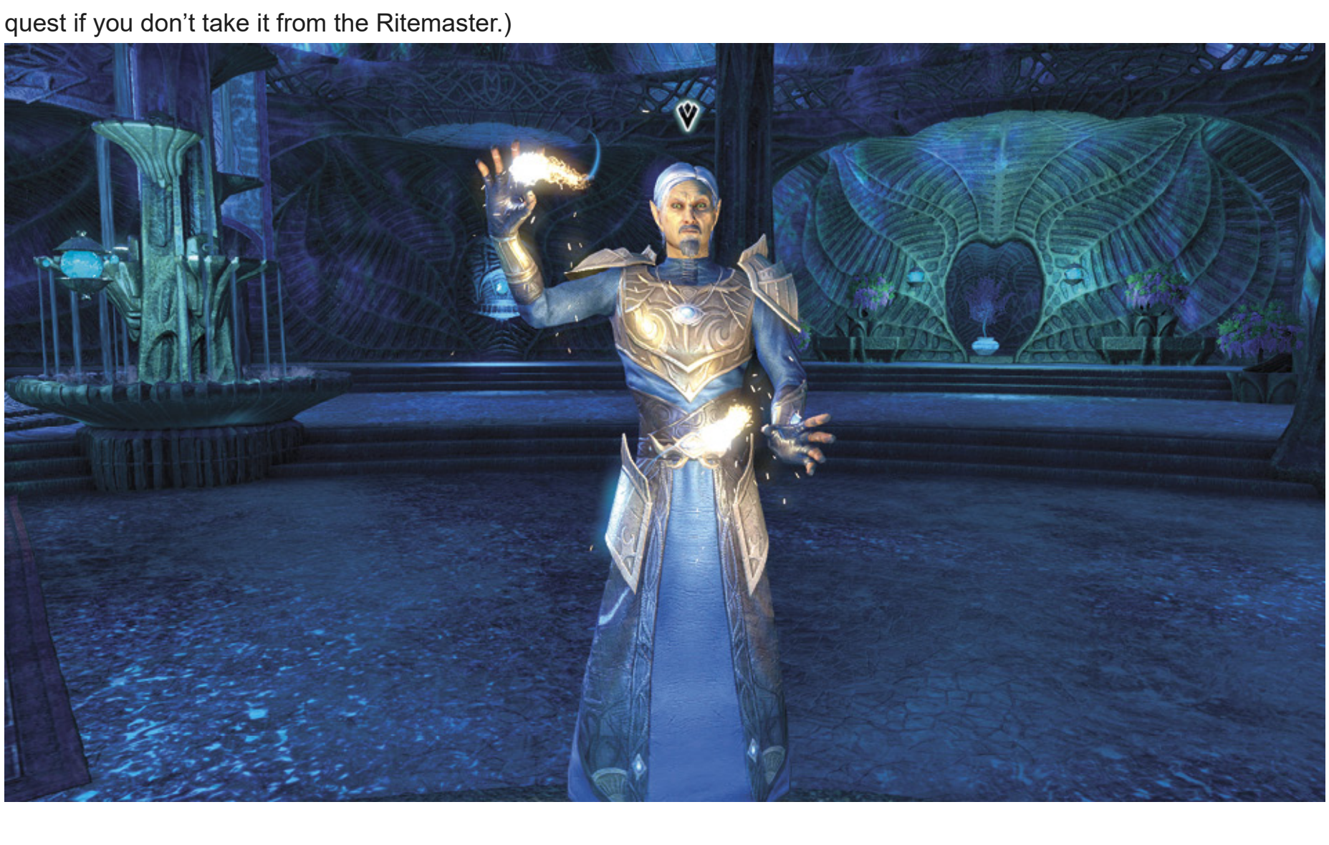
Once you defeat Bravorra, enter the portal and return back to Artaeum. Speak with Ritemaster Iachesis to complete the quest and earn yourself a pair of Ritemaster's Gifted Gardbraces.

Lost in Translation

- **Location:** Artaeum, the Dreaming Cave



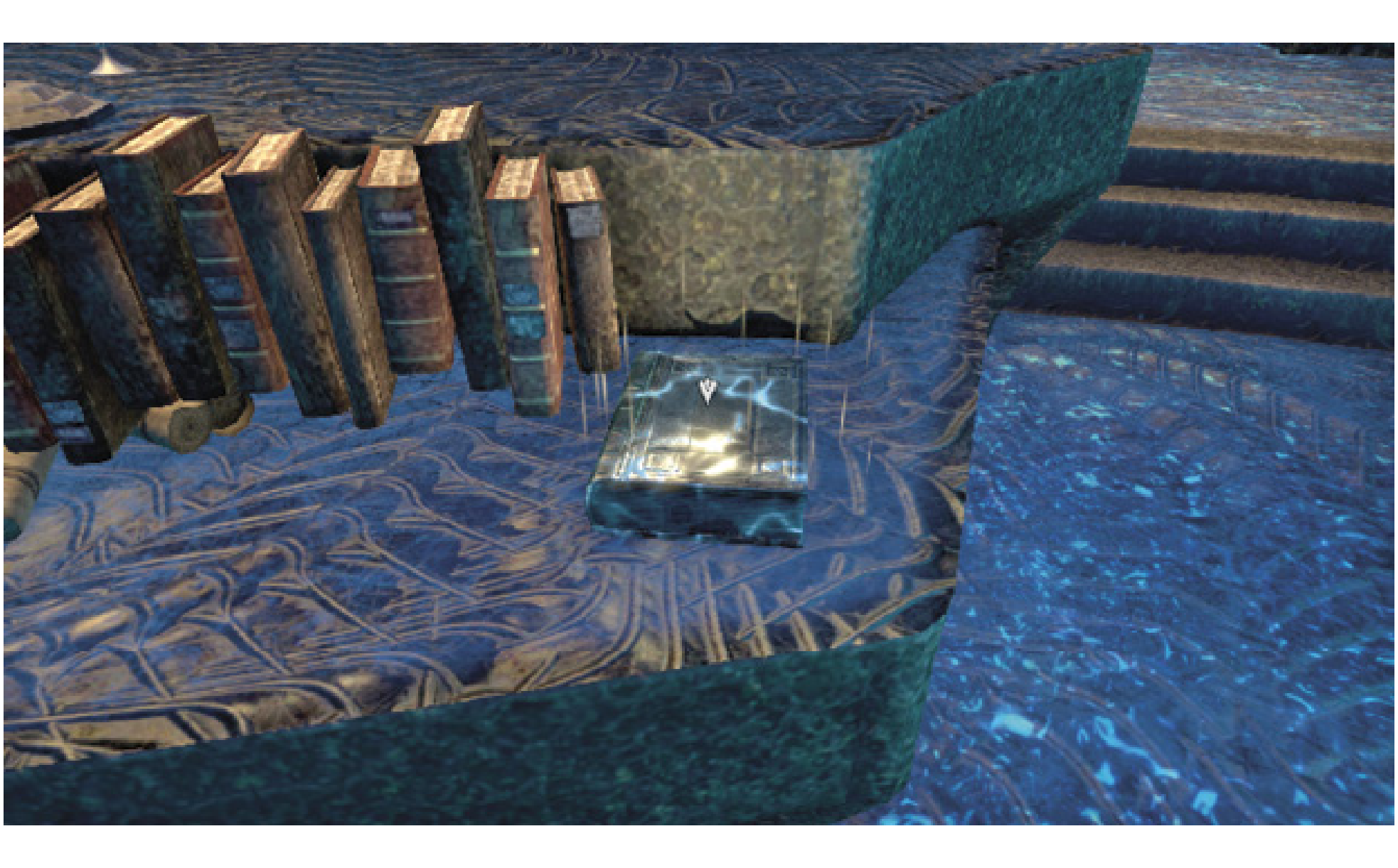
- **Quest-giver:** Ritemaster Iachesis (Valsirenn will appear in Shimmerene, Artaeum, Lillandril, and Alinor to offer you the quest if you don't take it from the Ritemaster.)



Description: The Ritemaster remembered some more of his fractured memory: a woman speaking an alien language, repeating the same words to him over and over. He's convinced that this has something to do with the location of the hidden Heart of Transparent Law. But before you can even attempt to utilize these memories, you'll need to figure out what language the woman in the Ritemaster's memories was saying. Find a language expert to help you to that end.

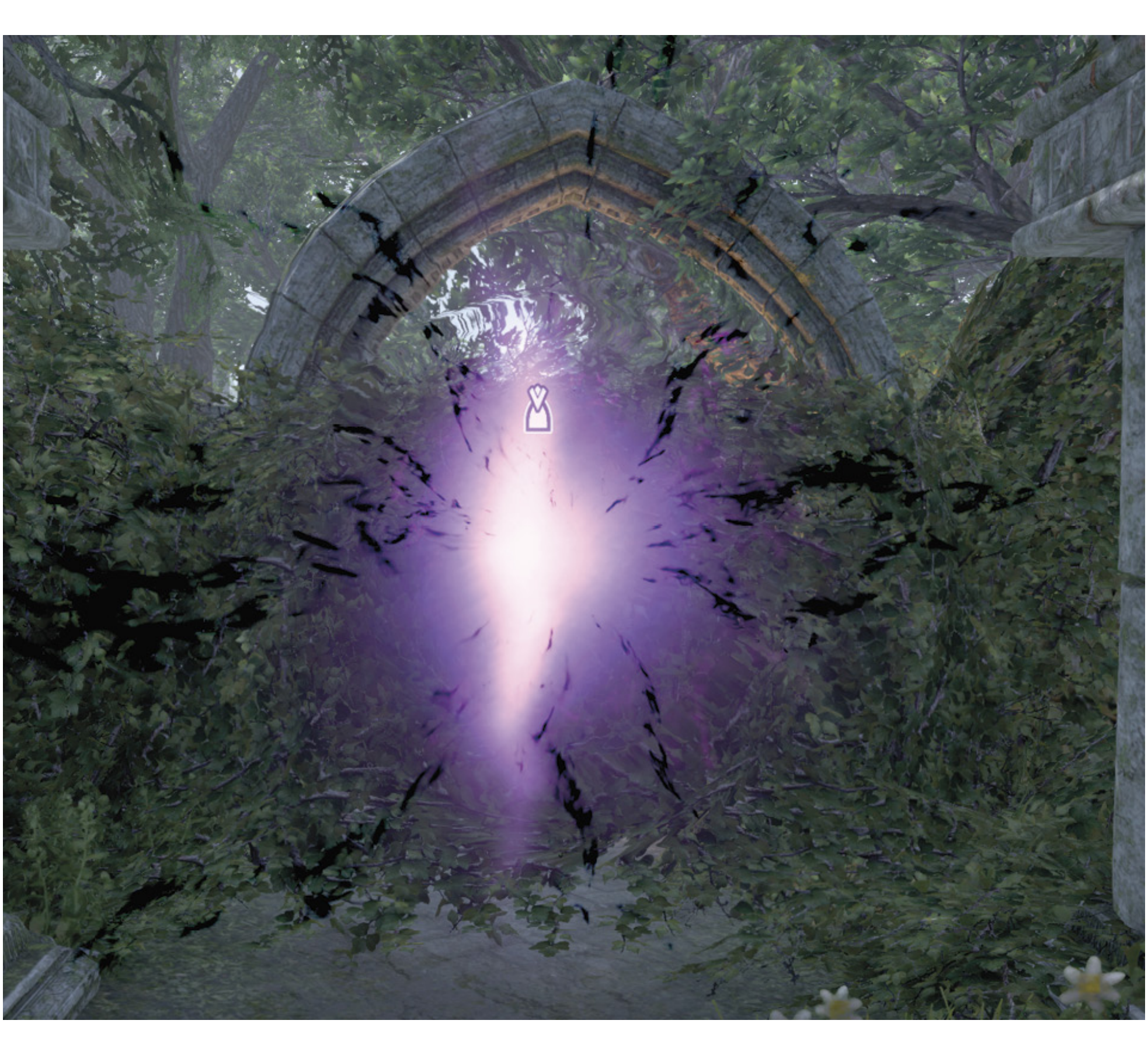
TALK TO ORIANDRA IN THE RITEMASTER'S STUDY

After speaking to the Ritemaster, exit the Dreaming Cave and enter Ceporah Tower once more. Head into the Ritemaster's study and speak with Oriandra. Take Oriandra's notes off the table, then head to Valsirenn's study and speak with Earl Leythen. If you have the Persuasive Will passive skill from the Mages Guild skill line, you'll be able to persuade Leythen to divulge more information about his relation to Valsirenn and his past.



NAVIGATE THE EBON STADMONT FOREST

After speaking with Leythen, head to Ebon Stadmont near the center of Summerset. Go to the objective marker and use Leythen's Rune to summon a spectral version of him to the area. Speak with him, then head toward the portal in Ebon Stadmont Forest.

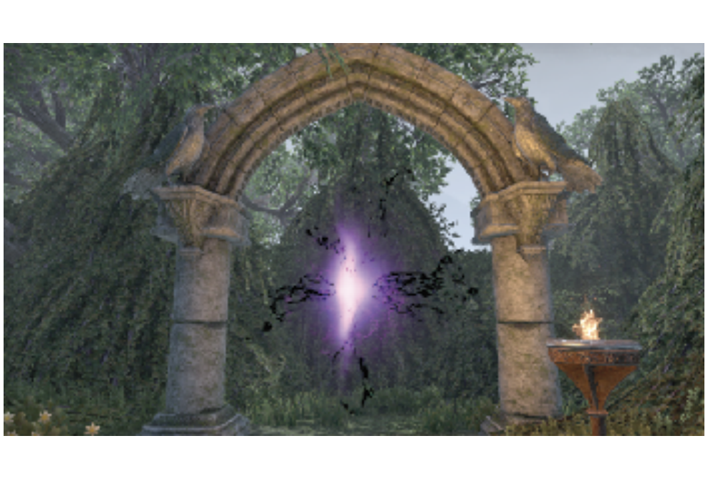


Navigating this area is tricky if you don't know the secret to it. Every area in the forest is full of portals, but the only way to progress is to use the right portals in the correct order. You can read *The Grand Maestro's Research* under your Quest Items tab in the Items menu for a hint on what to do. If you'd rather figure this one out yourself, don't read any further and avoid looking at the screenshots ahead.

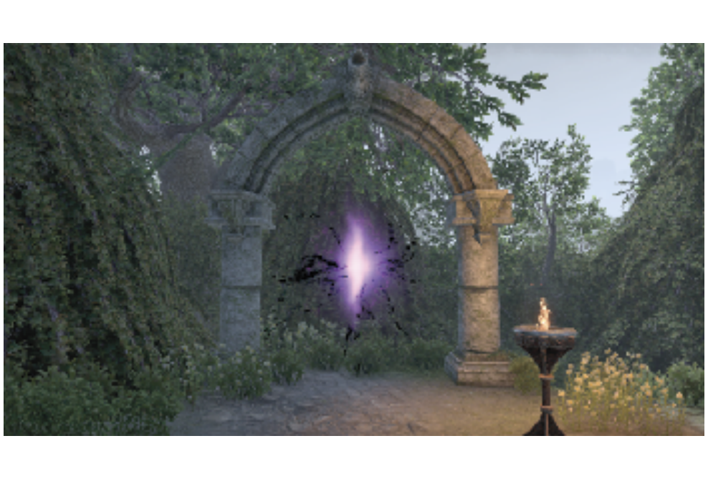
The hint from *The Grand Maestro's Research* reads:"A pair of crows to begin your search,Then a lone crow up a perch,But it's not one or two that open the way,The crows will have their say."

Relating this text to the portals is simple enough once you've had a good look at them. The trick to finding the correct path is to look at the number of crows etched into each portal's frame. Following the clue from the book, the correct answer is:

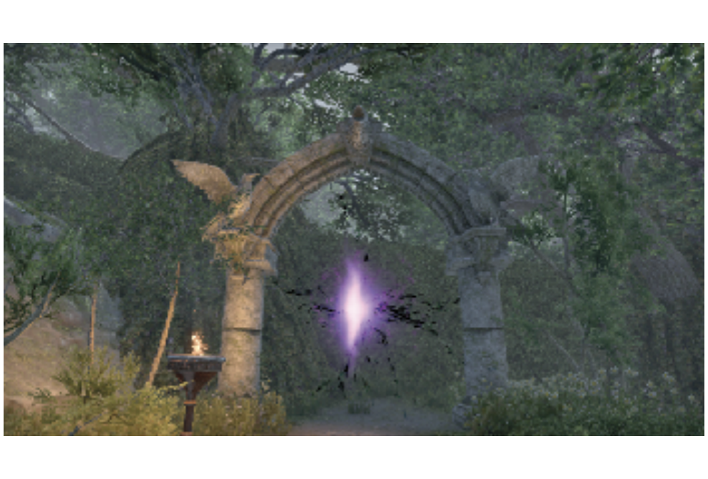
- Portal 1



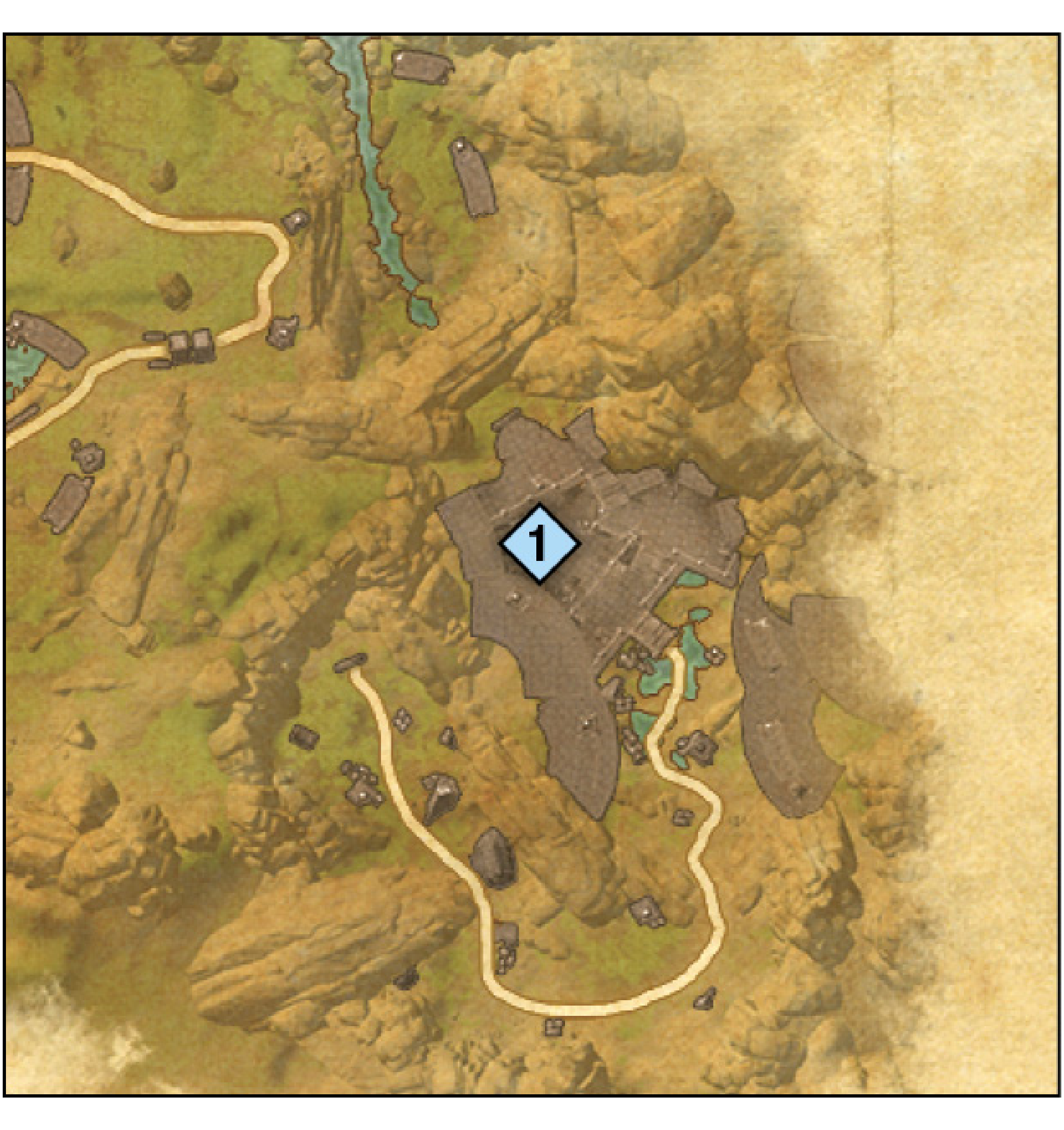
- Portal 2



- Portal 3



EBON SANCTUM



As soon as you enter the Ebon Sanctum, activate Leythen's Rune. Your job is to locate the Inscribed Stone, which will require a fair bit of fighting to reach it. Follow the path and defeat or avoid any Gloam Wolves you encounter. Before you can reach the stone, you'll encounter a Wispmother standing directly in your path forward.

WISPMOTHER

You may have encountered a Wispmother or two already while exploring Summerset. They are ghostly apparitions that summon Wisps to their aid and can rain down AoE attacks from on high. They are quite a challenge and will kill you quickly if you don't stay alert throughout the whole fight. You can either destroy the Wisps this one summons or ignore them to focus on her exclusively. Your main focus is avoiding her constant AoE attacks. She'll randomly and persistently rain down bolts that create harmful terrain, so you'll need to maneuver around and between each one while attacking her directly. Avoid those and you'll be fine. Hit them and there's a price to be paid.

LOCATE THE INSCRIBED STONE

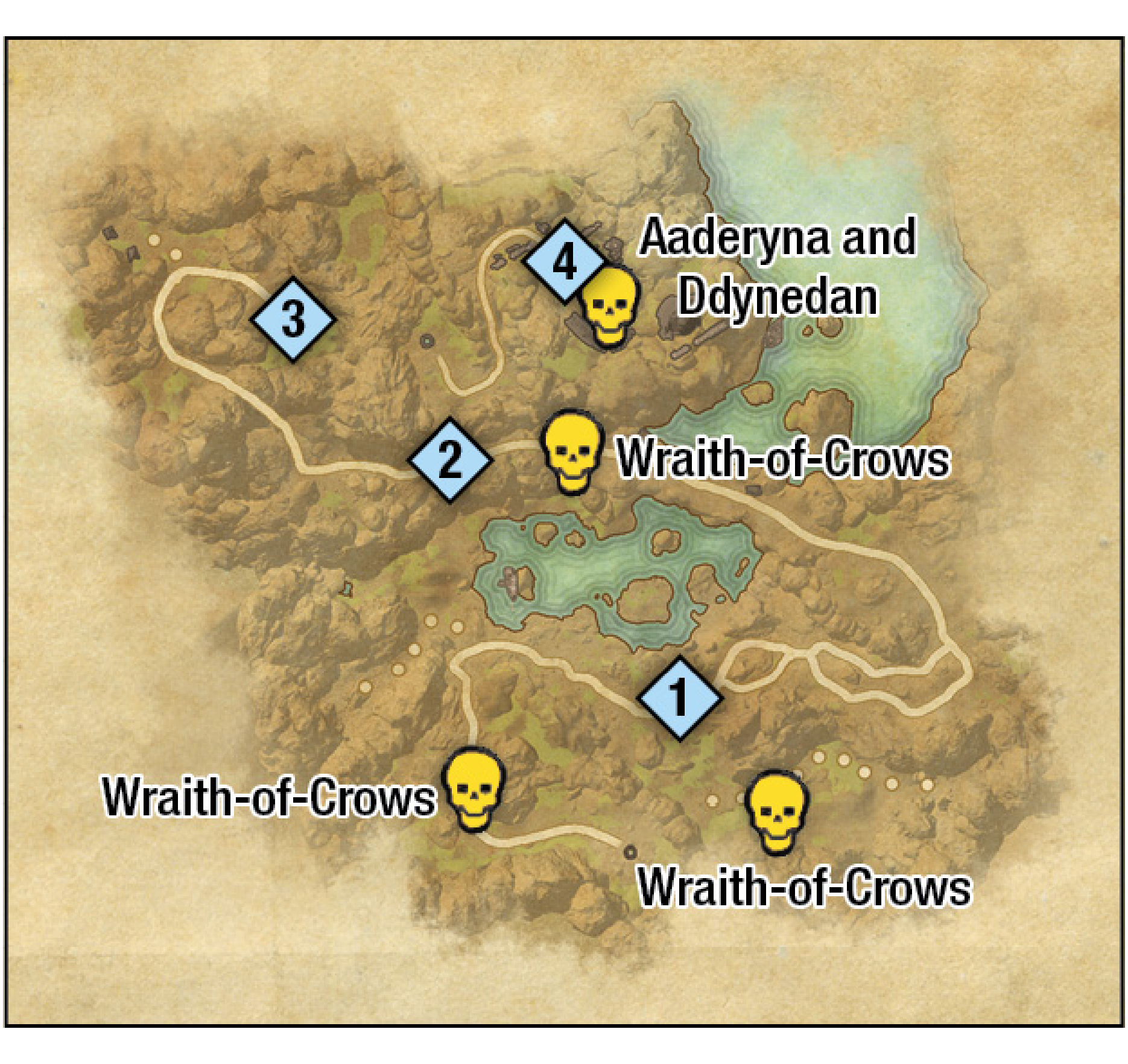
After defeating the Wispmother, head up the stairs behind her and up to the statue on the left. Use Leythen's Rune to summon him again and a daedric earl will appear. Speak with the earl, then speak with Earl Leythen after he materializes once again. After speaking with Leythen, use the portal at the top of the stairs to return to Summerset. From here, teleport back to Artaeum and speak with Ritemaster Iachesis.

RETURN TO ARTAEUM

While talking to the Ritemaster, you'll have a chance to select one of two dialogue options. You can choose either option based off of which one resonates with you more without fear of changing the course of the quest.

Once you're finished speaking with the Ritemaster, exit Ceporah Tower and head southeast a little ways to find the Golden Knight. After speaking with him, head to the Dreaming Cave under Ceporah Tower's portal. Speak with the Ritemaster and he'll open a portal.

EVERGLOAM



The Evergloam: a realm of permanent twilight and gloom, ruled by the Night Mistress. It could be considered a sombre, yet peaceful place were it not for the ever-present horde of creatures of night and shadow that stalk its paths and dark corners.

After entering the Evergloam, speak with Ritemaster Iachesis. He's a bit worse for wear, leaving you and the Golden Knight to push up and explore the area by yourselves, which isn't actually a bad thing, as just having the Golden Knight by your side is more than enough to challenge any enemies you might encounter during this trip.

THE GOLDEN KNIGHT'S GOLDEN SWORD

The Golden Knight's sword has the ability to deal mass damage to every enemy in a wide vicinity, no matter who you're fighting. As soon as you hit the button prompt that appears onscreen, all nearby enemies will see a significant portion of their health dwindle in the blink of an eye. It's a real boon for this area, but be aware that it can draw the attention of enemies out of your line of sight. If you use it in a fight (which you most certainly will), be sure to do a quick scan of the area before proceeding onward. It's very easy to get ambushed and get drawn into another fight after finishing the prior one.

WRAITH-OF-CROWS

You'll encounter the Wraith-of-Crows a short distance down the path from where you left the Ritemaster. Normally we'd give you descriptions on its attacks and a general idea for how to defeat an enemy of this nature, but really we can only tell you to use the Golden Knight's sword. Use it every chance you get. Milk that weapon for all its worth. The Wraith-of-Crows won't know what hit it.

HIDDEN LORE

Don't be afraid to explore a bit more in the Evergloam than in previous areas. There are hidden scrolls containing lore of the area that can only be found by going off the beaten path.

A little ways farther up the path, Ritemaster Iachesis will reappear. Speak with him, then continue onward. You will continue this pattern until you reach the end of the road, the Ritemaster telling you about what little he remembers of the area as you go deeper and deeper into the Evergloam. When you reach the top of the path, the Ritemaster will appear and open a portal to the Mountain Top Ruin. Enter it and make your way up to the arena ahead.

DEFEND AGAINST THE DAEDRIC ATTACK

Once you've entered the arena, you'll have to fend off wave after wave of daedric enemies. You'll have the Golden Knight and Valsirenn's assistance, so surviving won't be an issue, at least until the end of the fight. There isn't anything particularly tricky here beyond fighting, so you don't have to worry about being blindsided, but you should still stay on your toes. Focus on one enemy at a time; the less damage potential a group of enemies has, the better your chances are for survival. After fighting off a few dozen enemies, two elites will join the fight to wrap things up.

DDYNEDAN AND AADERYNA

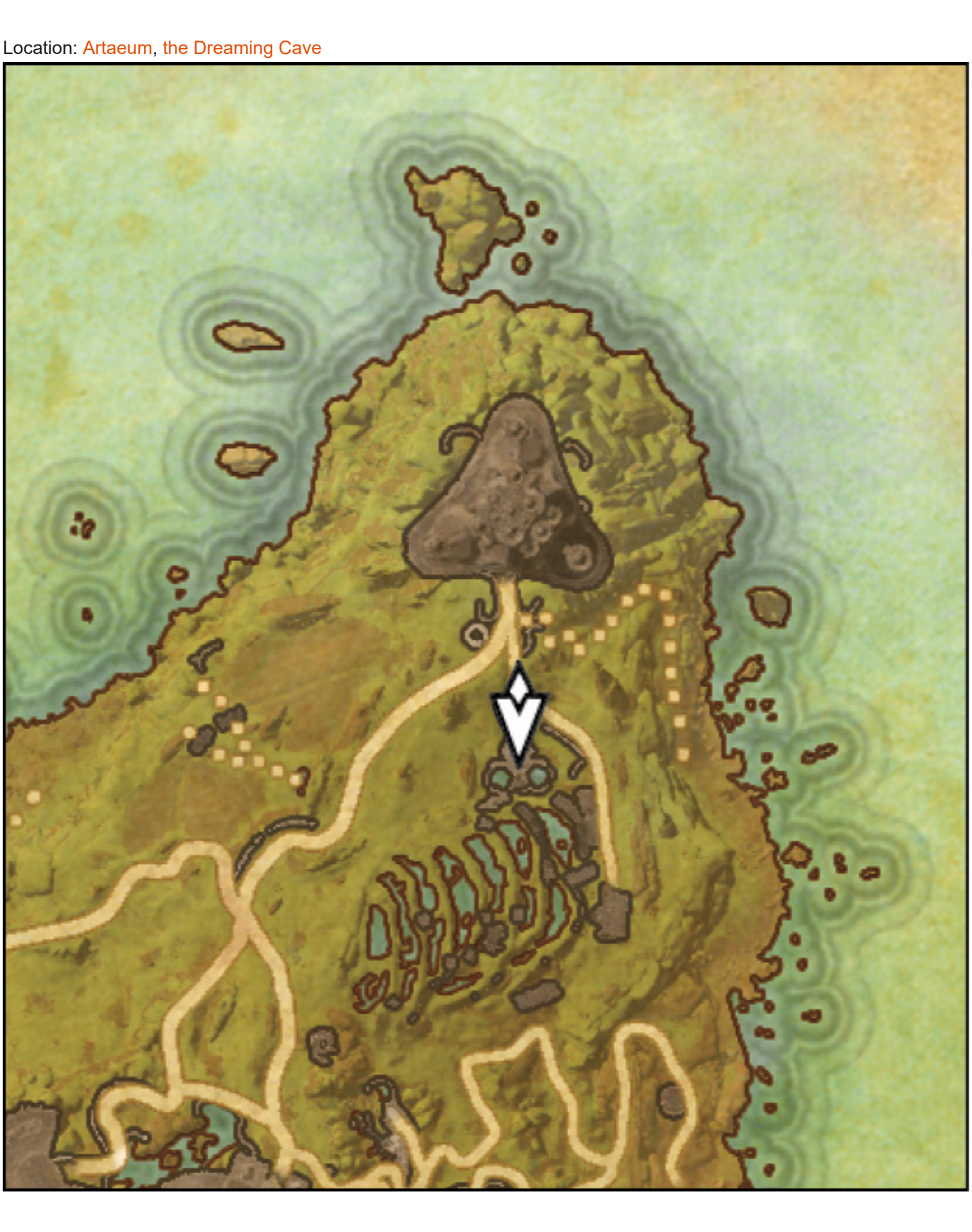
Ddynedan and Aaderyna are both giant Wraiths-of-Crows, but this time the Golden Knight's sword won't cut them down with ease. Sure it's helpful, but you'll have to do most of this fight the hard way. Both enemies have the same set of moves, which involve shooting poison projectiles and attacking with their sickles at melee range. The ranged attack doesn't do a whole lot of damage, but the Nine help you if you allow them to get a swing in on you. They can also levitate you in the air and root you, which you can't escape with a dodge like most other rooting attacks. If you have range, use it. If not, make sure you've got a powerful heal ability and are constantly applying resistance buffs to survive their attacks. The pair move somewhat sporadically, so try to keep them divided whenever possible. If they are allowed to surround you at melee range, you'll see your health vanish in the blink of an eye.

After you defeat Ddynedan and Aaderyna, Valsirenn will automatically transport you back to the Dreaming Cave. Speak to Oriandra once you arrive to complete the quest. You'll earn a Ritemaster's Memorial Battlesword, the Psijic Warden Gauntlets Outfit Style, and a Skill Point.

Story Quests

A Necessary Alliance

- Location: Artaeum, the Dreaming Cave



- Quest-giver: Oriandra (She'll appear in Shimmerene, Artaeum, Alinor, and Lillandril if you don't take the quest from her in the Dreaming Cave.)

Description: Tragedy has struck and things have taken a turn for the worse. There's still hope to stop the attack on Summerset, however. Sotha Sil has returned and has news for the Psijic Order, but he'll need some coaxing to share it.

Leave the Dreaming Cave and enter Ceporah Tower. Head to the tower's right side and use the portal to Sotha Sil's study to speak with Sotha Sil about your most recent excursion into the Evergloam. Then head to Valsirenn's study and speak with Earl Leythen. If you have the Intimidating Presence Fighter's Guild passive skill, you'll be able to get some additional dialogue out of Leythen. After you're done speaking with Leythen, talk with Valsirenn.

GO TO THE CRYSTAL TOWER GATEHOUSE

Leave Artaeum and go to the Crystal Tower gatehouse on the west side of Summerset, near Lillandril. You'll find Razum-dar speaking with a pair of monks when you arrive. Once he's finished his conversation, follow him into the watchtower and speak with him yourself. Next, head up the steps to the Crystal Tower. Enemies litter the path leading up to the tower, so tread carefully.

DEFEND THE SAPIARCHS

Once in front of the Crystal Tower, speak with Valsirenn. You'll need to protect Sapiarchs on the north and south platforms stationed in front of the Crystal Tower. Waves of enemies will swarm each platform, but they'll only attack a single platform at a time and only after you've approached the Sapiarch stationed there. Each defense will end with a Wraith-of-Crows entering the fray. Use what you know to defeat them, then head to the remaining platform.

The enemies don't come out in full force, and you'll have help from either Razum-dar or the Golden Knight while defending the platforms, so you don't have to worry about being overwhelmed. The defense of both platforms is short and will end with the arrival of the Wraith-of-Crows. When you finish fighting, head back to the tower's main door to check on the Tower Sentinels.

Speak with Valsirenn as soon as you're given the objective. While speaking with her, you'll be given two dialogue options. Neither of these will change the outcome of your quest, so select the one that reflects your thoughts and feelings on the current quest. After speaking with the veteran member of the Psijic Order, head to Alinor on Summerset's southwestern end.

TALK TO RAZUM-DAR IN ALINOR

As soon as you arrive in Alinor, speak with Razum-dar. He explains that a dog approached him and spoke to him like a civil member of society. To be certain that he didn't get his hands on Moon Sugar, head there yourself and locate the dog.

You'll find the dog near the center of the circle standing next to one of the city square walls. Pay close attention during this next part. You'll need to follow the strange dog and it's not stopping for anything once it gets going.

BACK ON TRACK

If you lose track of the magic talking dog and aren't able to locate it again quickly enough, you'll fail the objective. At this point just return back to the center of the city and try following the dog again.

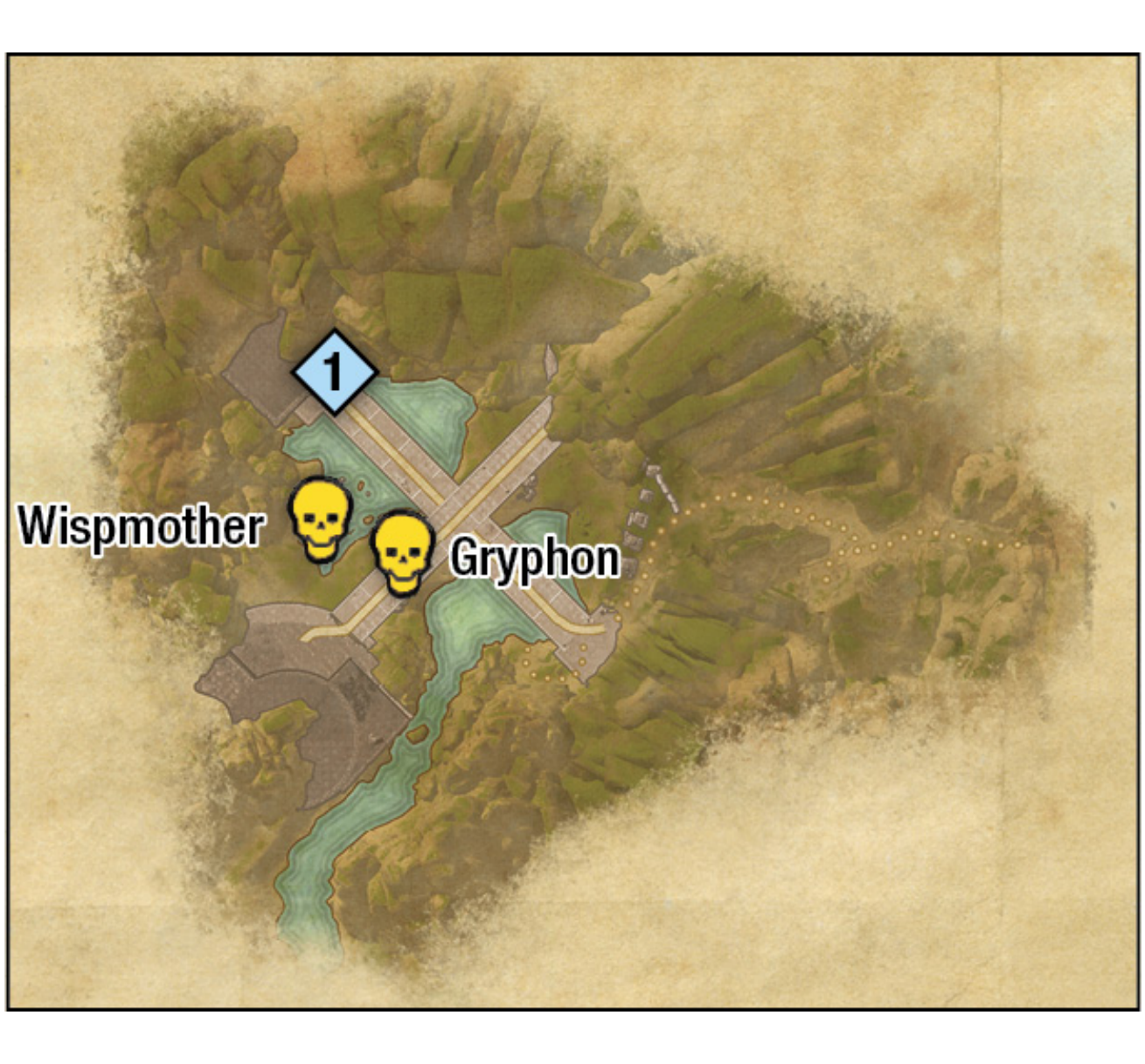
Once the dog finally stops running, speak with it. It turns out that the dog is actually a messenger for a certain daedric prince—one who wishes to speak with you in a quieter location.

FIND THE DAEDRIC PRINCE'S CAVE

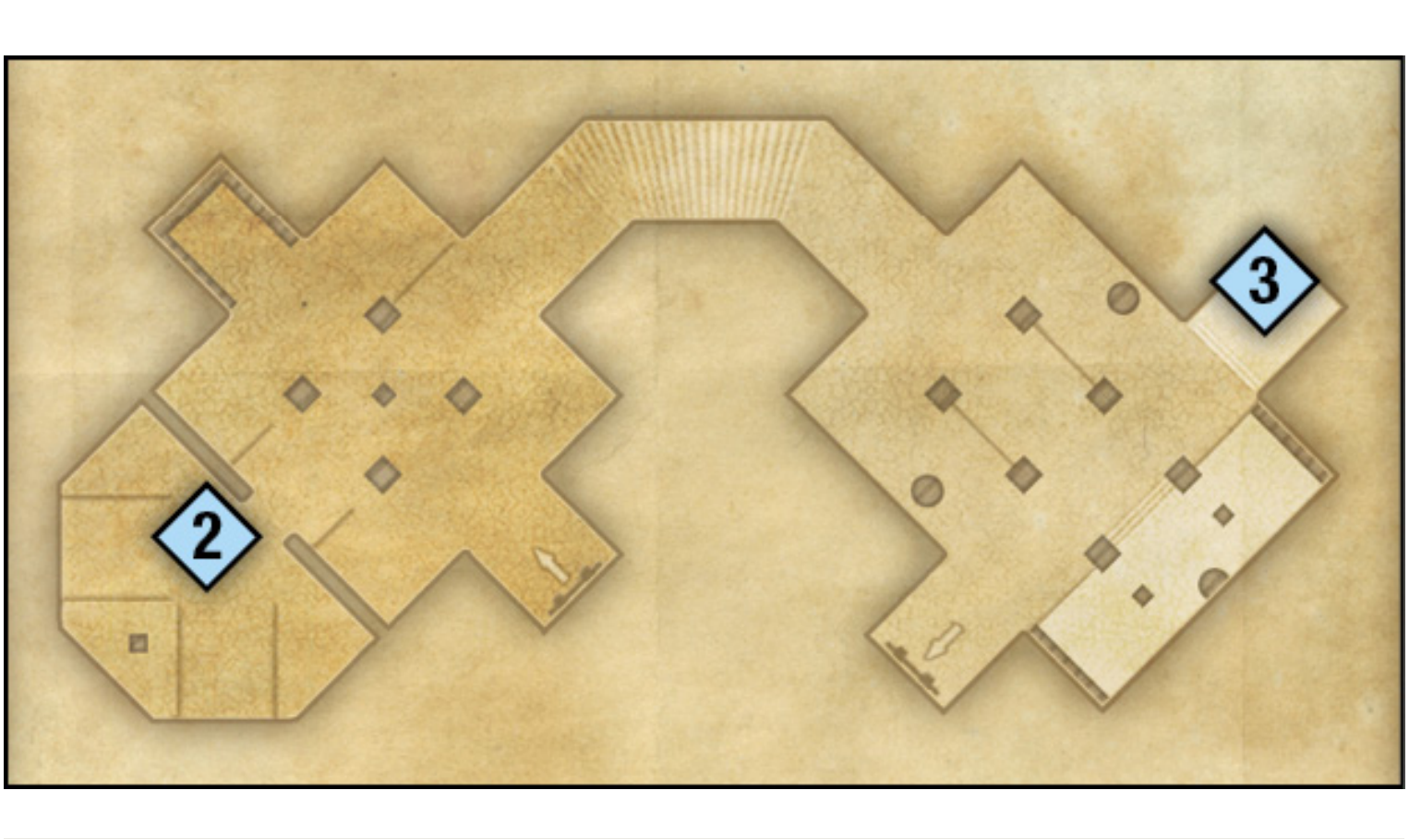
The prince's cave is northeast of Alinor, but getting there can be a bit tricky. Your best bet is to use the Russafeld Heights Wayshrine, then head southwest along the river to reach it. High cliffs make a direct approach impossible and will simply lengthen your travel time, rather than get you there faster. The Daedric Prince is located inside the Vaults of Heinarwe.

THE VAULTS OF HEINARWE

Cross the bridge to the door on the room's northwest side. Groups of enemies will appear on the bridge as you cross, so expect the unexpected. There's nothing below the bridge of import save for a Wispmother.



In the next set of rooms, head to the map's west side and speak with the Daedric Prince through its chosen vessel; next, go to the map's east side and grab the prince's key. Valsirenn will appear in the room in spectral form. Speak with her and she'll inform you that Leythen and the Golden Knight have gone missing. Leave the Vaults of Heinarwe and make your way north of Lillandril to the Cathedral of Webs.



SEE YOU SOON

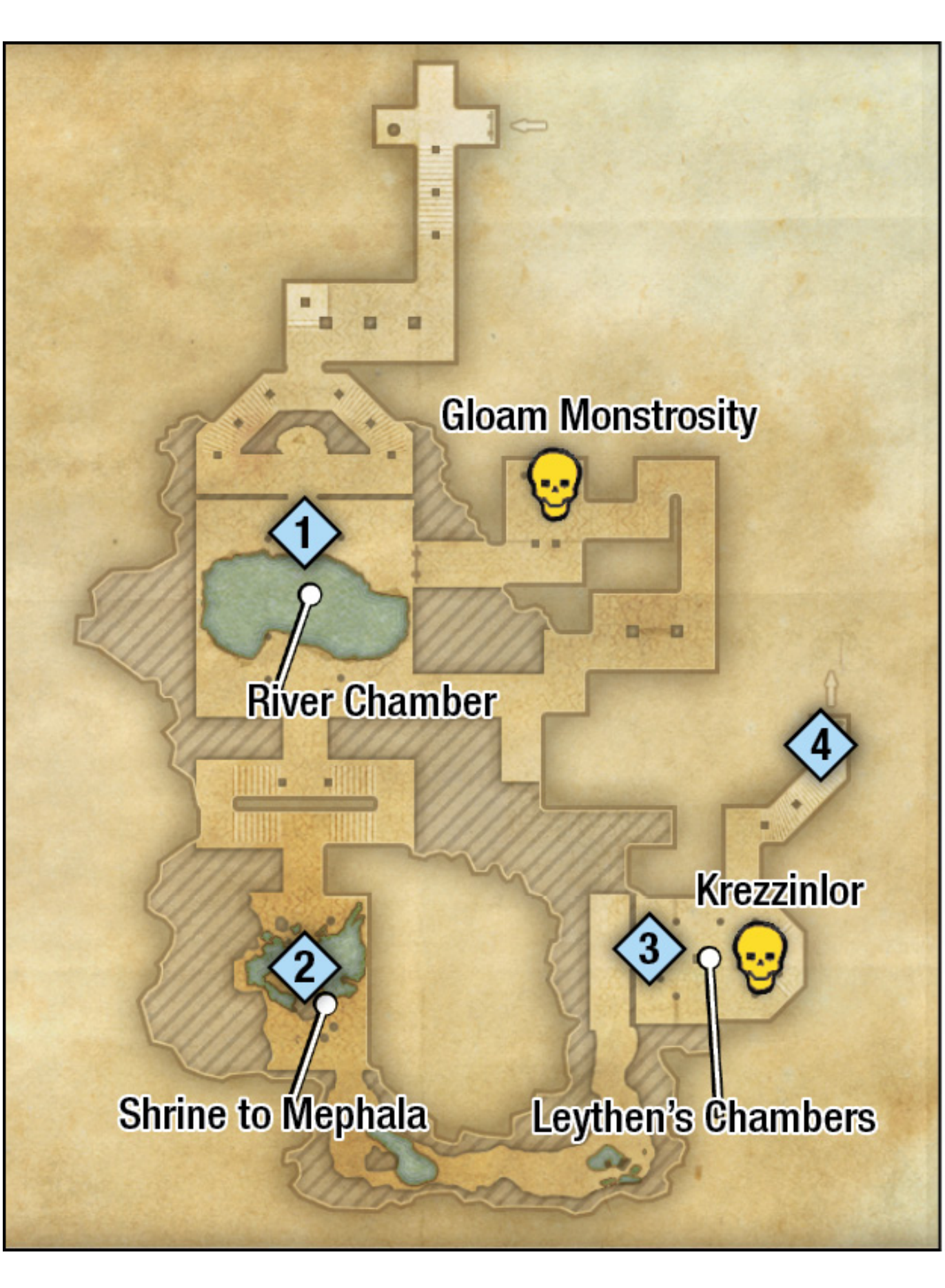
If you head through the door on the other side of the second map in the Vaults of Heinarwe, you'll find yourself on top of a second bridge in the main room. A Gryphon is lying in wait at the end of the bridge and there's a door behind the Gryphon that will lead to a small library packed with information about our Daedric Prince friend. You can go now if you want, but you'll be brought back to this location for Side Quest: The Taste of Fear near Cey-Tarn Wayshrine in Summerset proper.

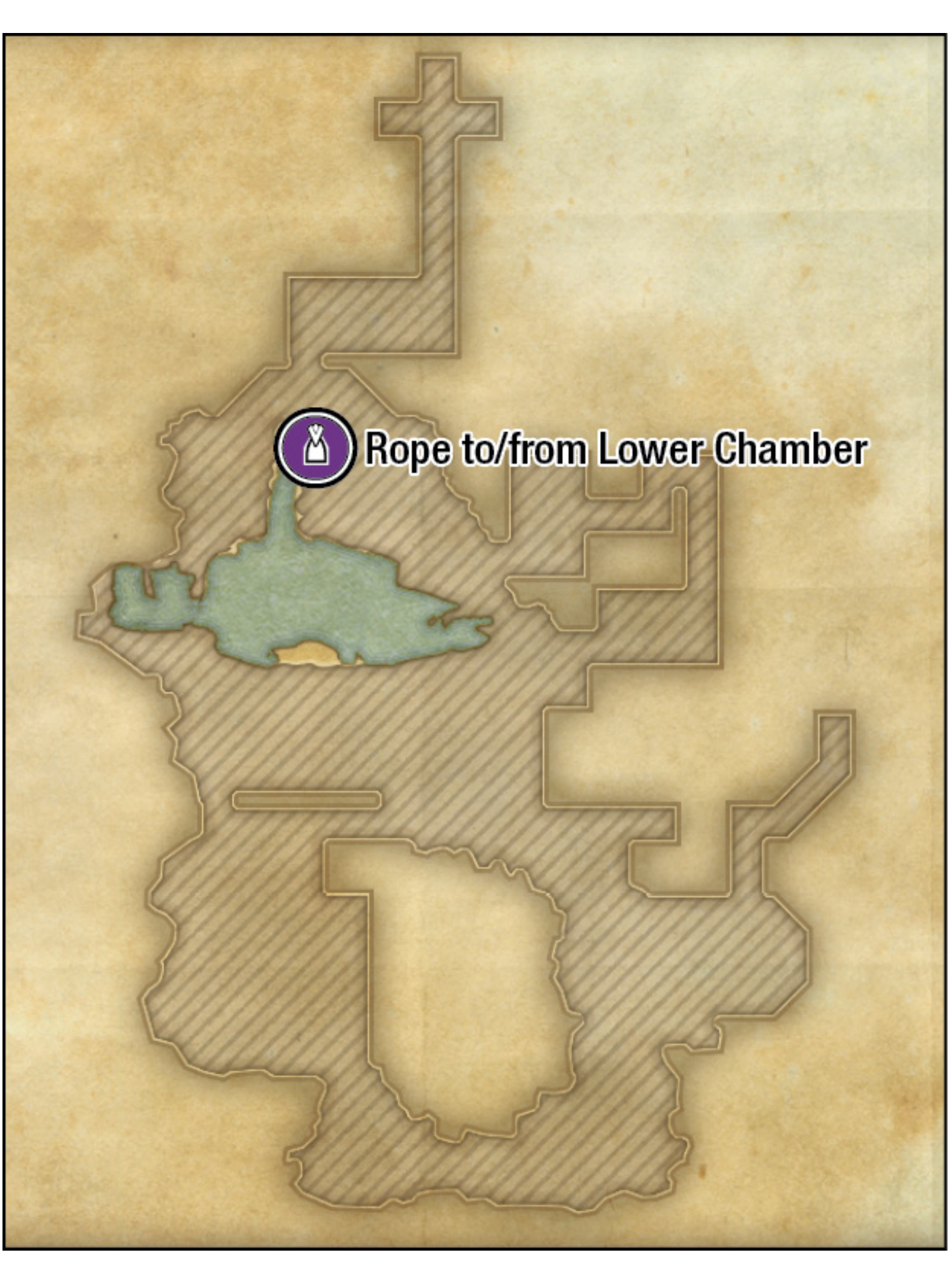
GO TO THE CATHEDRAL OF WEBS

True to its name, the Cathedral of Webs is positively brimming with the creepiest of crawlies: spiders. You'll find the Golden Knight and Earl Leythen standing out in front of a door on the cathedral's lower east side. Speak with both of them, then enter the cathedral.

CATHEDRAL OF WEBS

The Cathedral of Webs, the shrine of Mephala the Webspinner and the Prince of Spiders. This ruined hall is filled with arachnids and insectoids of all kinds. The outside of the cathedral is nearly buried in a vast cocoon of webs, no doubt created by spider minions of the Prince of Spiders. The interior is much less webbed, though no less dangerous.





Upon entering, head south until you reach the room with the large crevasse splitting its center and Earl Tundilwen on the other side of it. Speak with Earl Leythen and he'll teleport to the room's other side to chase down Tundilwen. Follow the passage on the room's east side to pursue him.

NO DIVING

While you may be tempted to jump into the crevasse and see what it holds, consider refraining. There's very little of value down there, except the thrill of exploring a new place and a nice bath.

GLOAM MONSTROSITY

You'll find a Gloam Monstrosity waiting for you in the next room. These spectral spiders aren't all that different from Yaghra Monstrosities despite their more ghostly appearance. Focus on defeating any of the Yaghra Larva Poppers they produce and watch out for their three-pronged poison AoE attacks. Stay ranged, if you are able, and stay on the move while attacking. If you're melee focused, back off every time you see any significant movement in the Gloam Monstrosity's abdomen.

After defeating the Gloam Monstrosity, fight your way through the following rooms until you are on the other side of the crevasse. Continue down either set of stairs in the next room and you'll find Earls Leythen and Tundilwen. Speak with Tundilwen, then with Leythen.

Head through the passage on the room's south side and go through the tunnels to reach the door to Leythen's Chamber. Inside is a Gloam Monstrosity named Krezzinlor.

KREZZINLOR

Krezzinlor uses moves similar to a Gloam Monstrosity but is bigger and meaner. It will still fire out poison AoE projectiles, but it will fire significantly more than its counterpart and they'll be larger. When they make contact with an object, they'll stop and expand, lingering for a few seconds before finally disappearing. It will also perform a melee attack that has a massive range around its entire body. If you see an AoE circle begin to expand around Krezzinlor's body, back off immediately.

Once you defeat Krezzinlor, follow the marked doors out of the ruins. Once outside, the image of a Daedric Prince will appear in front of you. Speak with it, then teleport back to Artaeum.

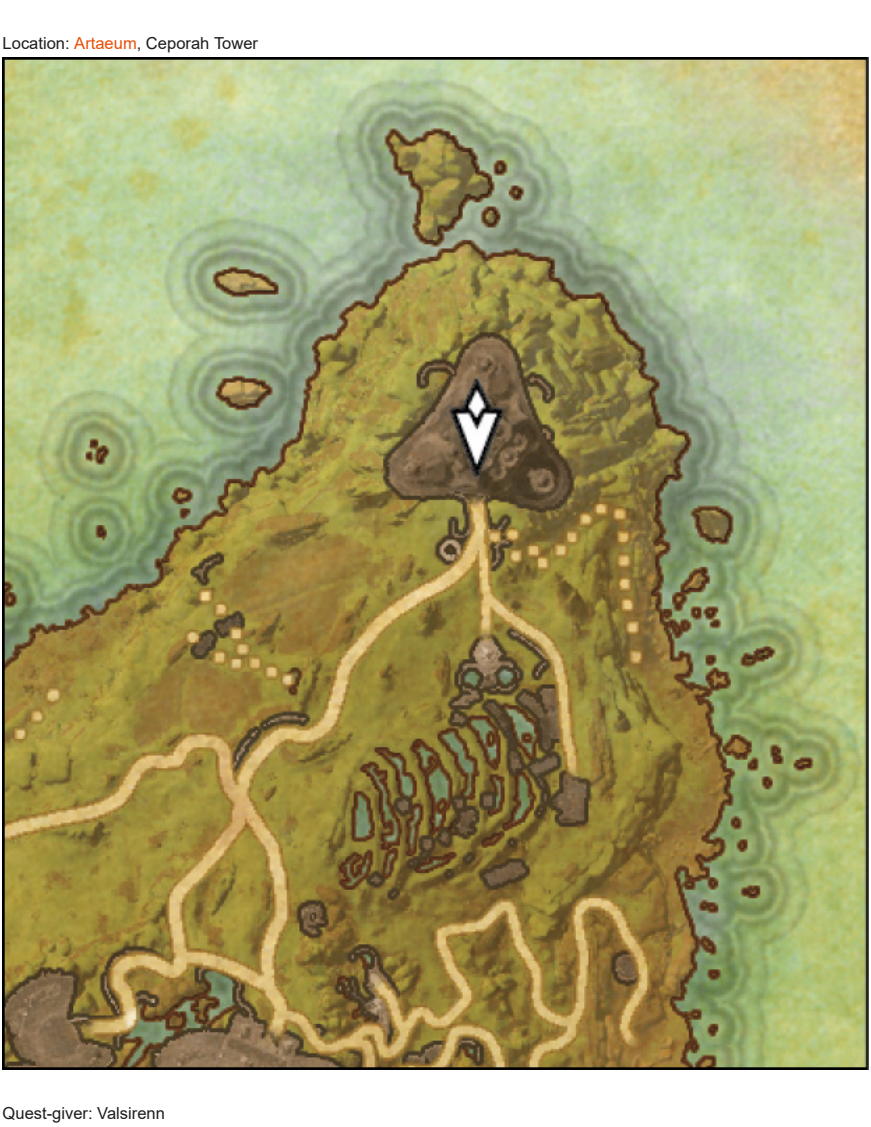
TALK TO VALSIRENN

Enter Ceporah Tower and tell Valsirenn about your discovery in the Sanctuary of Webs and what the Daedric Prince said. The quest will conclude at the end of your conversation with Valsirenn. You'll earn a Surcoat of the Psijic Order as a reward.

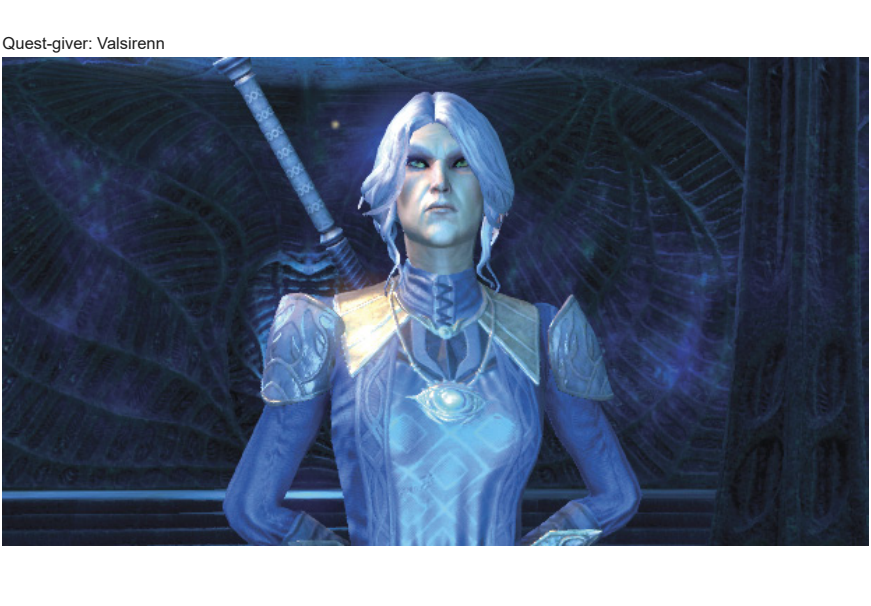
Story Quests

The Crystal Tower

- Location: Artaeum, Ceporah Tower



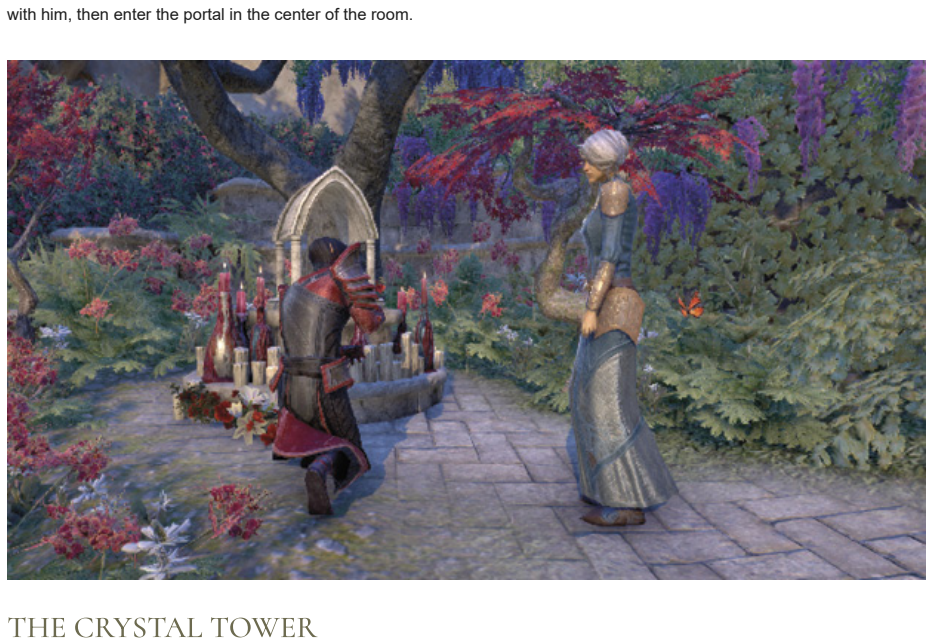
- Quest-giver: Valsirenn



Description: The betrayed princes have agreed to help you enter the Crystal Tower. There's little left to do but enter it and attempt to stop this calamity before it is allowed to start.

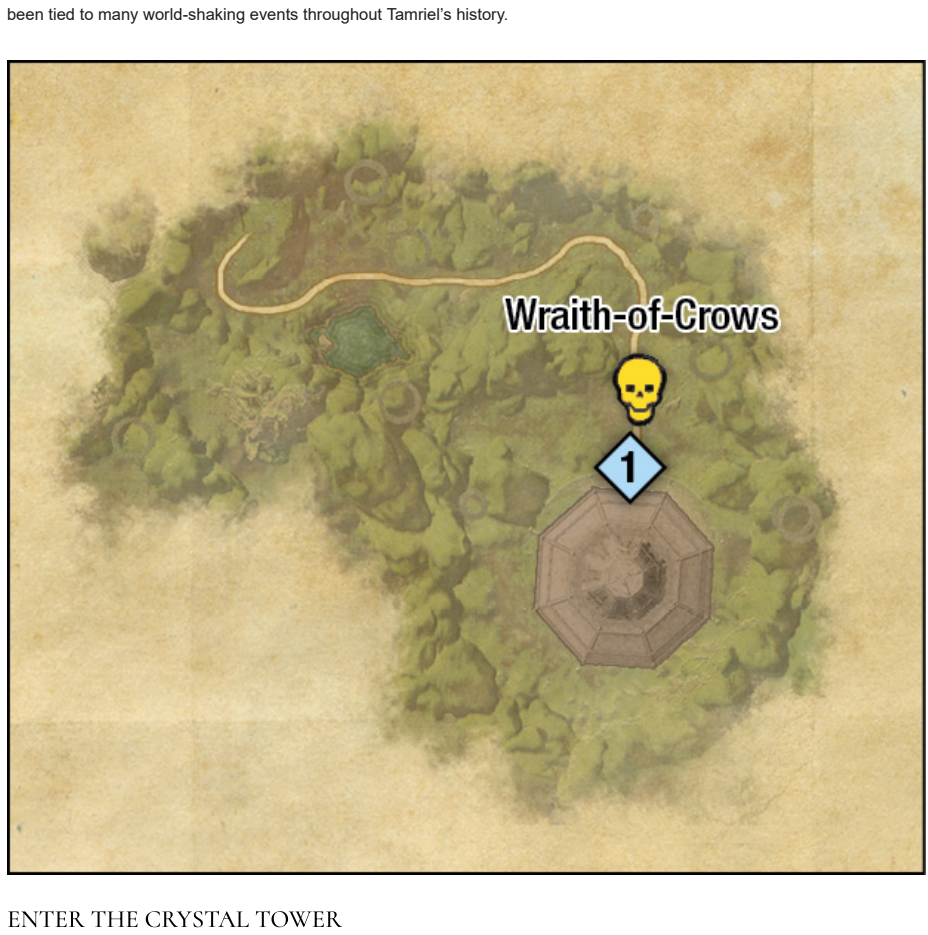
TALK TO SOTHA SIL

Head to Sotha Sil's quarters and speak with him. He'll task you with finding and speaking with each of your companions. The Golden Knight can be found on the south side Ceporah Tower; Razum-dar is waiting near the Artaeum Wayshrine; and Leythen and Valsirenn are off near the Artaeum Craftworks. Once you've spoken to all four, head back and enter the Dreaming Cave. Speak with Sotha Sil, then wait for a moment. A Daedric Prince will appear in the Dreaming Cave. Speak with him, then enter the portal in the center of the room.



THE CRYSTAL TOWER

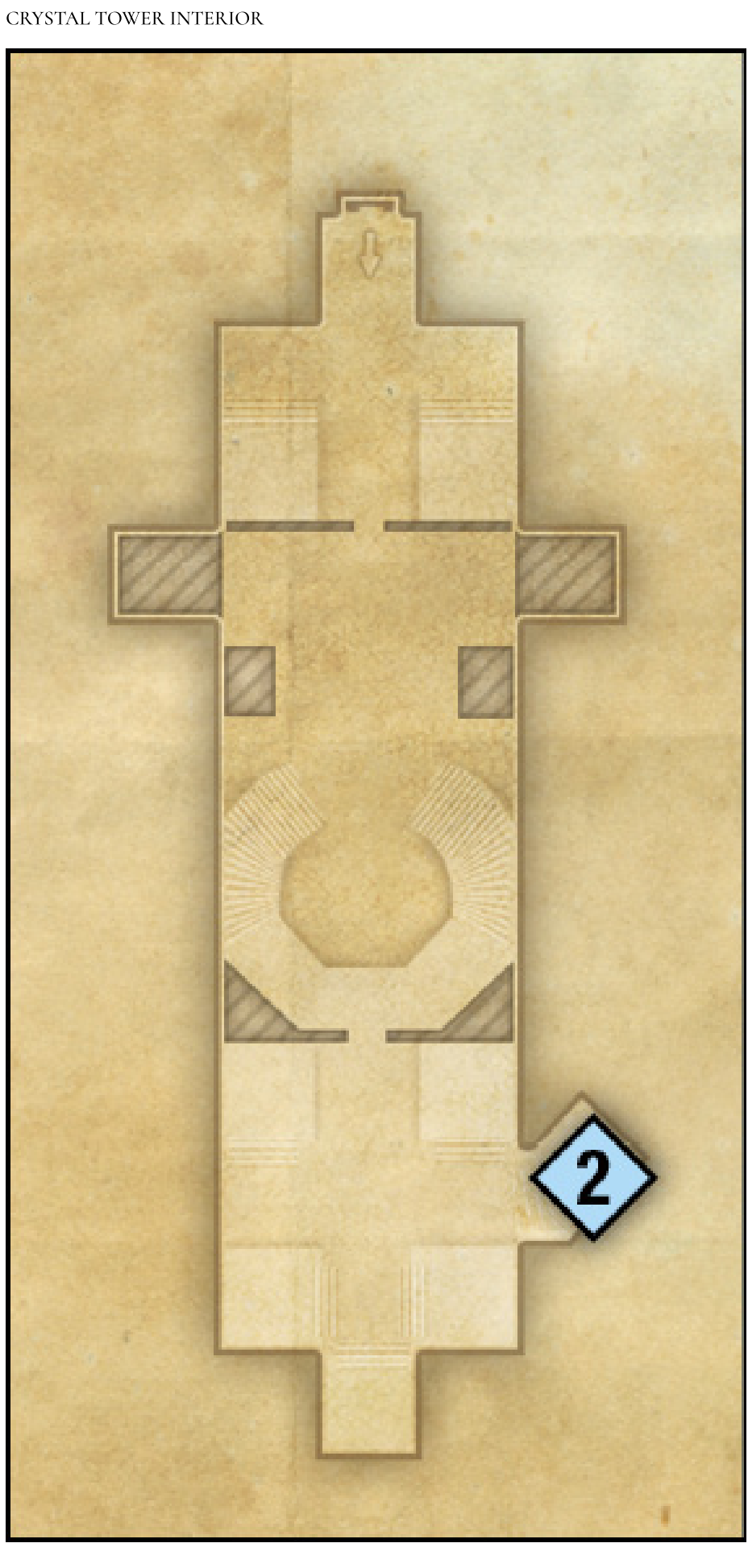
The pin that holds the fabric of all realities together, the Crystal Tower is believed to exist in all realms and universes. It has been tied to many world-shaking events throughout Tamriel's history.

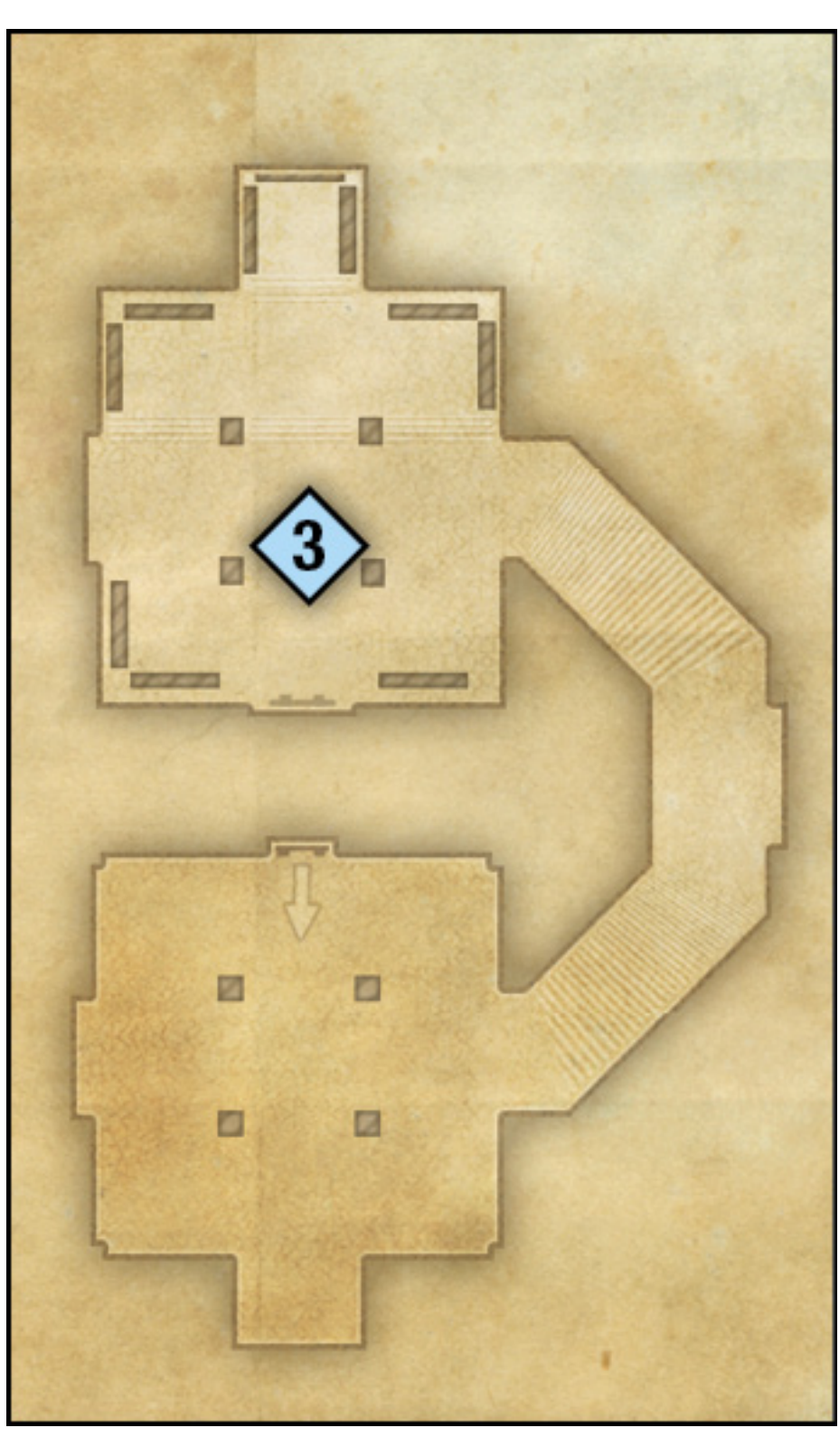


ENTER THE CRYSTAL TOWER

Fight your way up to the entrance of the Crystal Tower. It's a short trek there, but the path is completely overrun with enemies. Thankfully you have Leythen and the Golden Knight to assist your assault. Before you can enter the tower, you'll have to fight a Wraith-of-Crows and a pair of Gloam Wolves. You shouldn't have too much trouble with Leythen and the Golden Knight helping out. Once you defeat the enemies, head up to the tower entrance, speak with Barbas, and enter the tower.

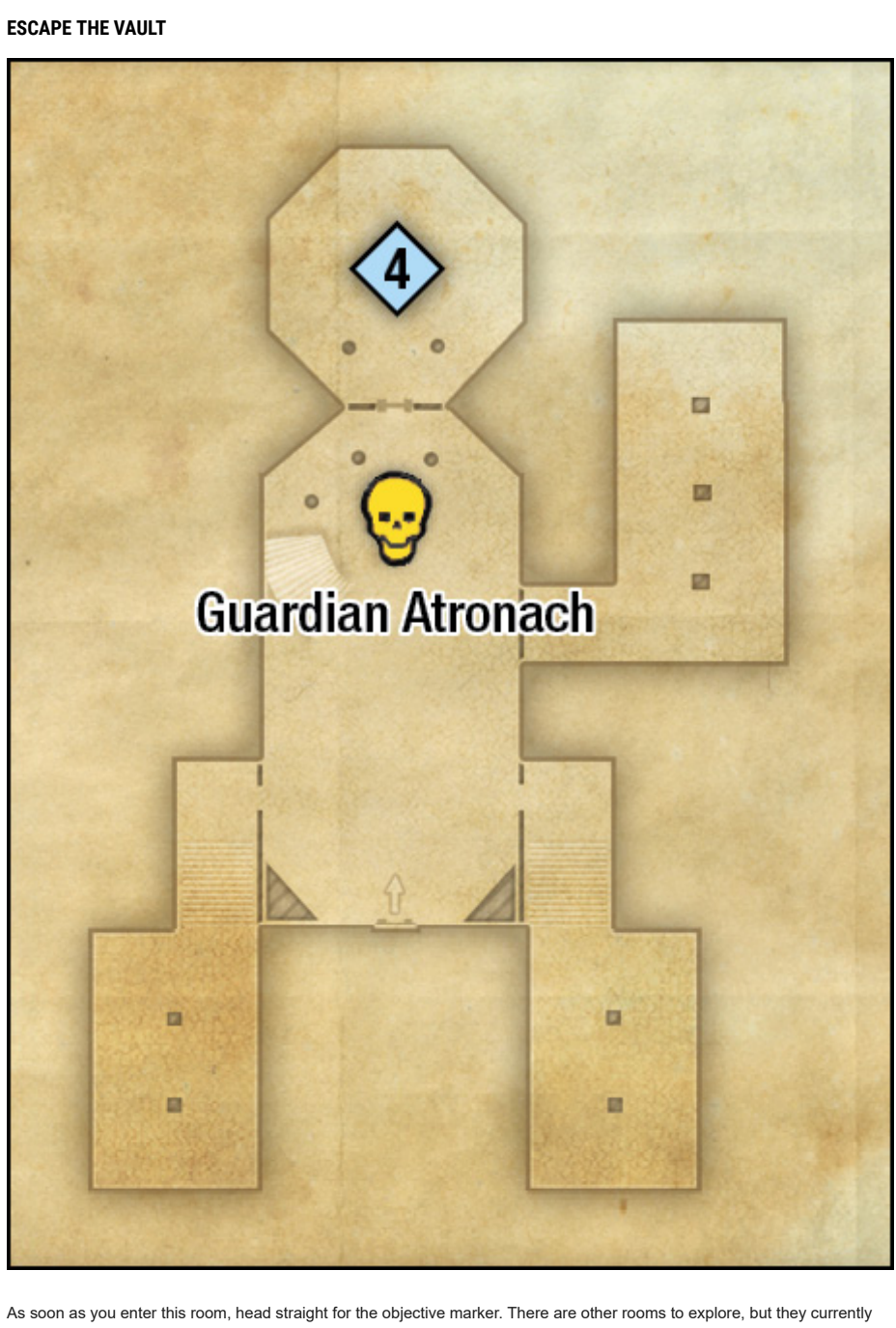
CRYSTAL TOWER INTERIOR



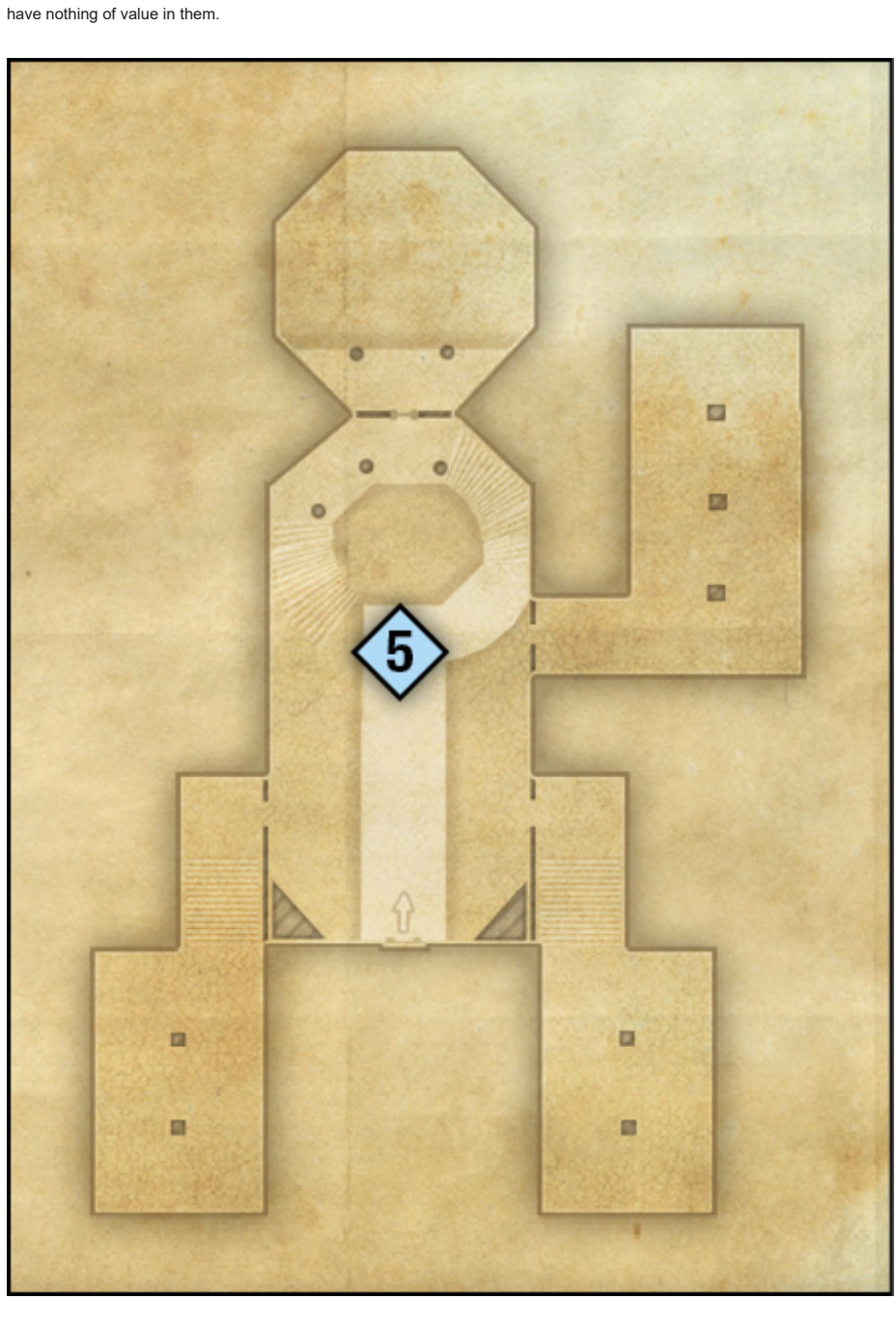


There are plenty of containers to rummage through on this floor of the Crystal Tower; if you want some items for your craft bag, this is the place to get them. Head to the top of this floor and pass through the door to the next room.

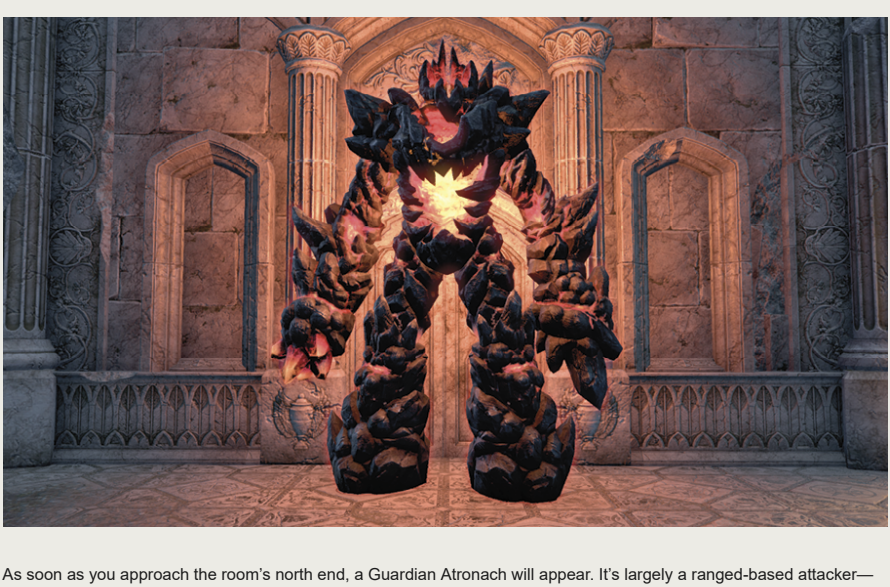
ESCAPE THE VAULT



As soon as you enter this room, head straight for the objective marker. There are other rooms to explore, but they currently have nothing of value in them.



GUARDIAN ATRONACH

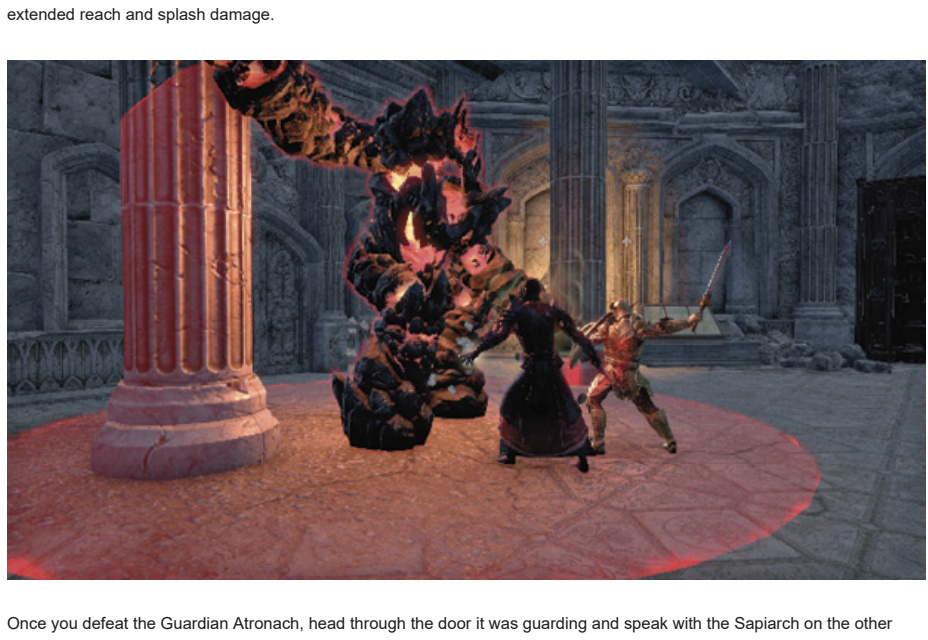


As soon as you approach the room's north end, a Guardian Atronach will appear. It's largely a ranged-based attacker—even its melee attacks can hit at a distance. Fighting melee or ranged will result in roughly the same battle strategy, which is this: stay behind it as much as possible. It will shoot lava out of its arm as a basic, unavoidable ranged attack. It will also perform an uppercut if it gets in close to you. It will become more aggressive as its health gets lower, so make sure you have a healing skill at the ready before going into this fight.

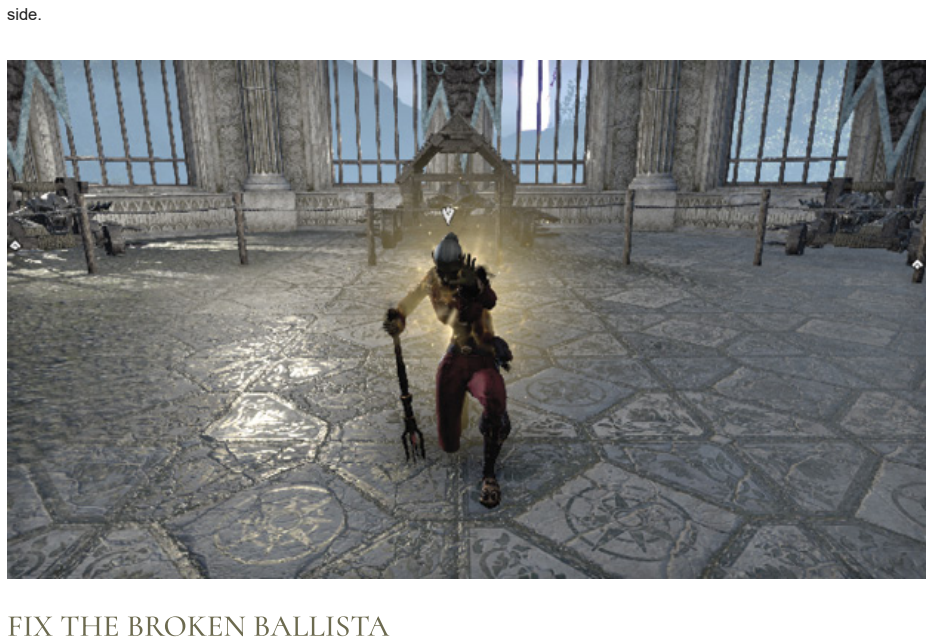
If it hunches over like it's flexing, get away from the front of it. It will shoot out three slow-moving fire waves with decent-sized AoE circles.

If you see it thrust its shoulders back, move behind it. It will begin blanketing the area in front of it with random balls of fire.

When it lifts its foot, roll away from it immediately and stay away from the front of it. It's about to perform a melee attack that will deal damage in a wide area surrounding its entire body; it will then smash the ground with its arms, which has an extended reach and splash damage.



Once you defeat the Guardian Atronach, head through the door it was guarding and speak with the Sapiarch on the other side.

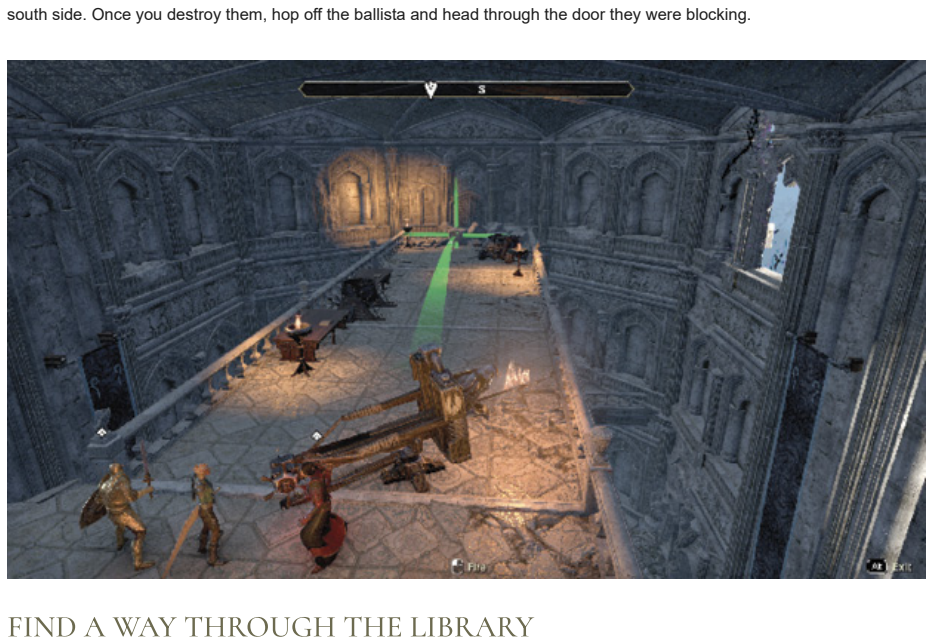


FIX THE BROKEN BALLISTA

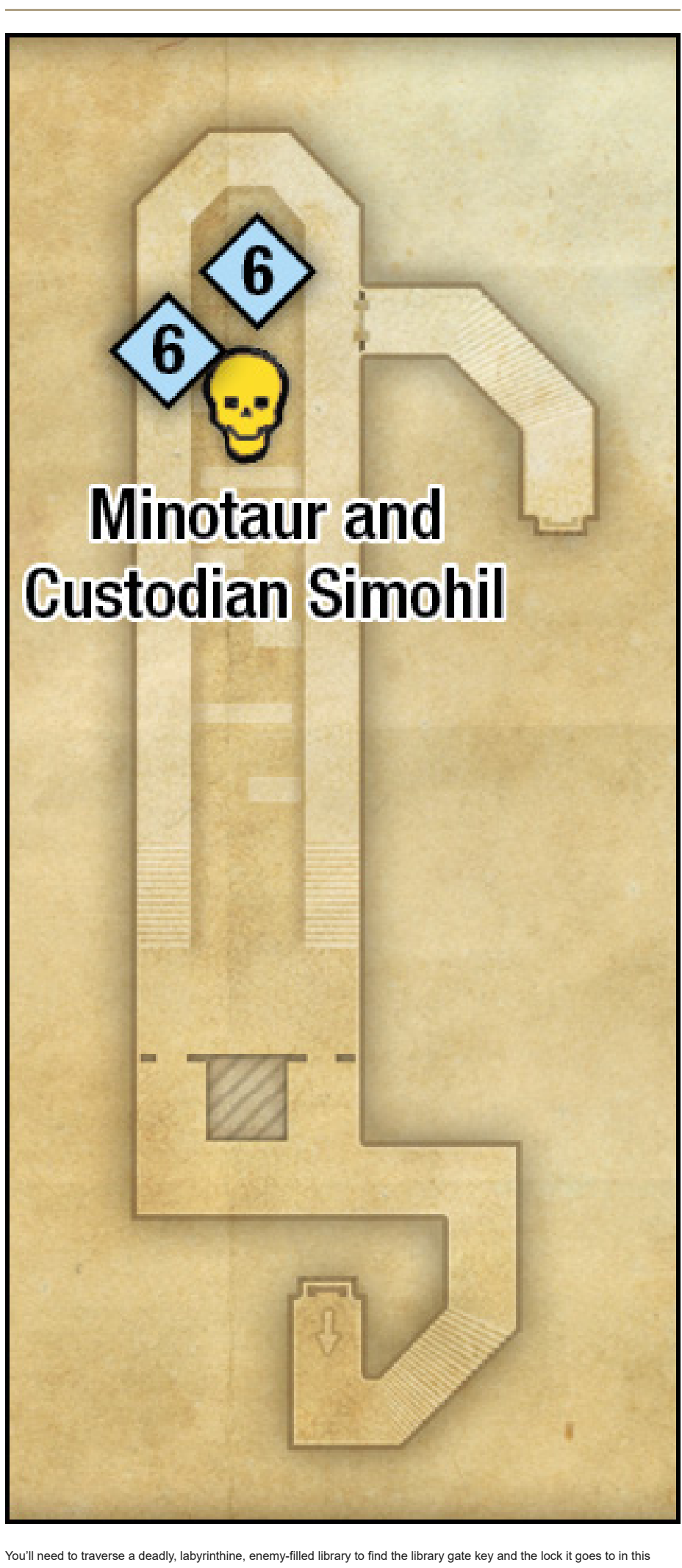
In order to escape this area, you must repair a ballista on the top floor. The pieces you need are located in the rooms surrounding the main hall, but you need to first inspect the ballista before you can begin hunting for them, so let's head up there first. Take note that enemies now litter the area, so take care on your way to the top floor.

The pieces are easy enough to find. Just head to the objective markers and interact with the piece they point to. After you gather all three, head back to the top floor and give the pieces to the Golden Knight.

Once the ballista has been repaired, you'll need to take control of it and fire it at the rocks blocking the door on the room's south side. Once you destroy them, hop off the ballista and head through the door they were blocking.



FIND A WAY THROUGH THE LIBRARY



You'll need to traverse a deadly, labyrinthine, enemy-filled library to find the library gate key and the lock it goes to in this area. The key is located on the north side of the library's lower floor, while the key pedestal it goes to is on the left side of the upper floor. Starting with the key, you can make your way upstairs, then jump down on top of it if you want to avoid the hassle of navigating the labyrinth, though you'll end up having to navigate through it on the way out, so this method only half helps.

MINOTAUR AND CUSTODIAN SIMOHIL

After grabbing the key, you'll be attacked by a wave of enemies, then two elite enemies known as Minotaur and Custodian Simohil. Minotaur will come at you with nothing but melee attacks, though one of them involves him charging at you, which can catch you completely unaware if you're too involved with Custodian Simohil. Minotaur can take hits like you're tickling him, while his attacks are absolutely destructive. Stay on the move the entire time you're fighting him. In fact, it'd be best to focus on taking out Custodian Simohil first and foremost while using a jab-and-run attack pattern.

Custodian Simohil is the yin to Minotaur's yang. Where Minotaur is all melee, Simohil relies more on ranged combat. He'll use AoE attacks that shoot all over the area, making avoidance the order of the day. Now, that doesn't mean Simohil doesn't have any melee attacks to speak of. On the contrary, he's wielding a beefy axe that's just dying to be implanted in your skull. Simohil is also prone to teleport around the area to put himself in a more advantageous position. Thankfully, even with these abilities, Simohil doesn't have the same raw power and defense as Minotaur, so trying to eliminate him first should be your priority.

OPEN THE LIBRARY GATE

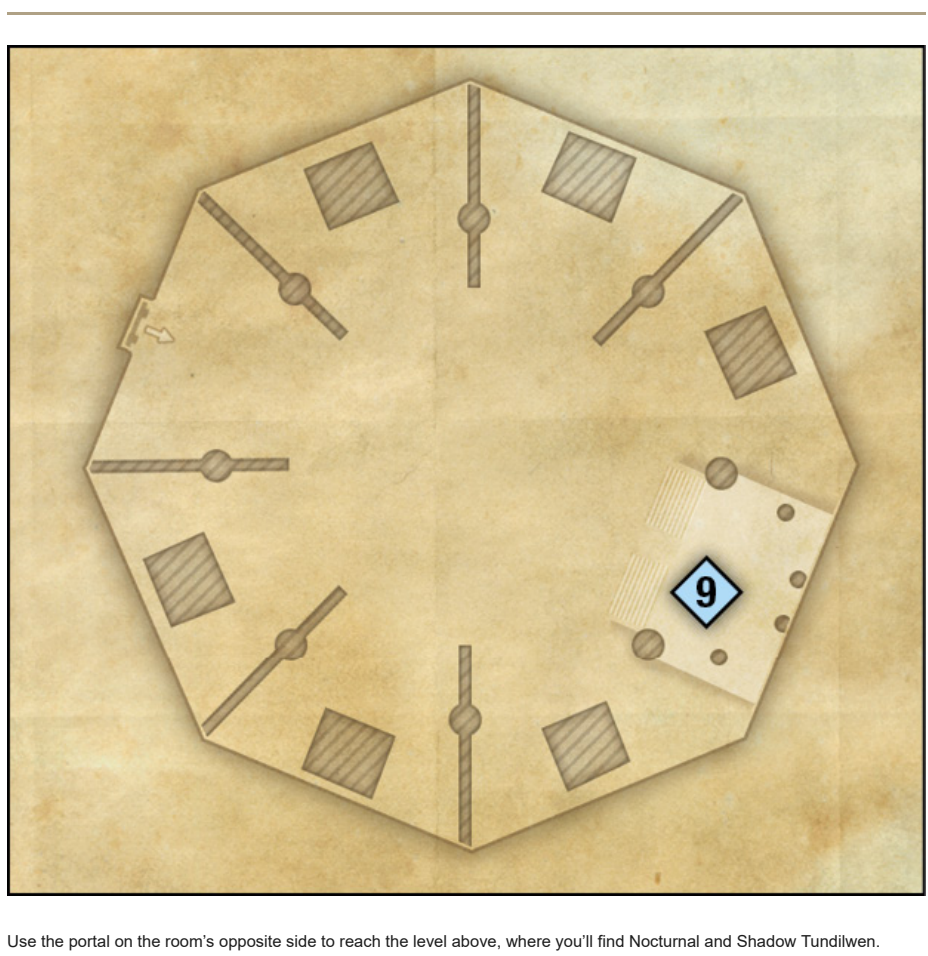
Once you defeat the pair, make your way out of the library labyrinth and head to the second floor. Insert the library gate key into the key pedestal on the floor's west side, then speak with Earl Leythen. The pedestal will short-circuit, but Leythen has a plan to get through in spite of its malfunction. Go to the library gate and speak with Leythen once more. You'll receive a dialogue choice, but neither option will change the outcome of your quest, so choose the option that best reflects your feelings on the matter.

BARRIER BUDDIES

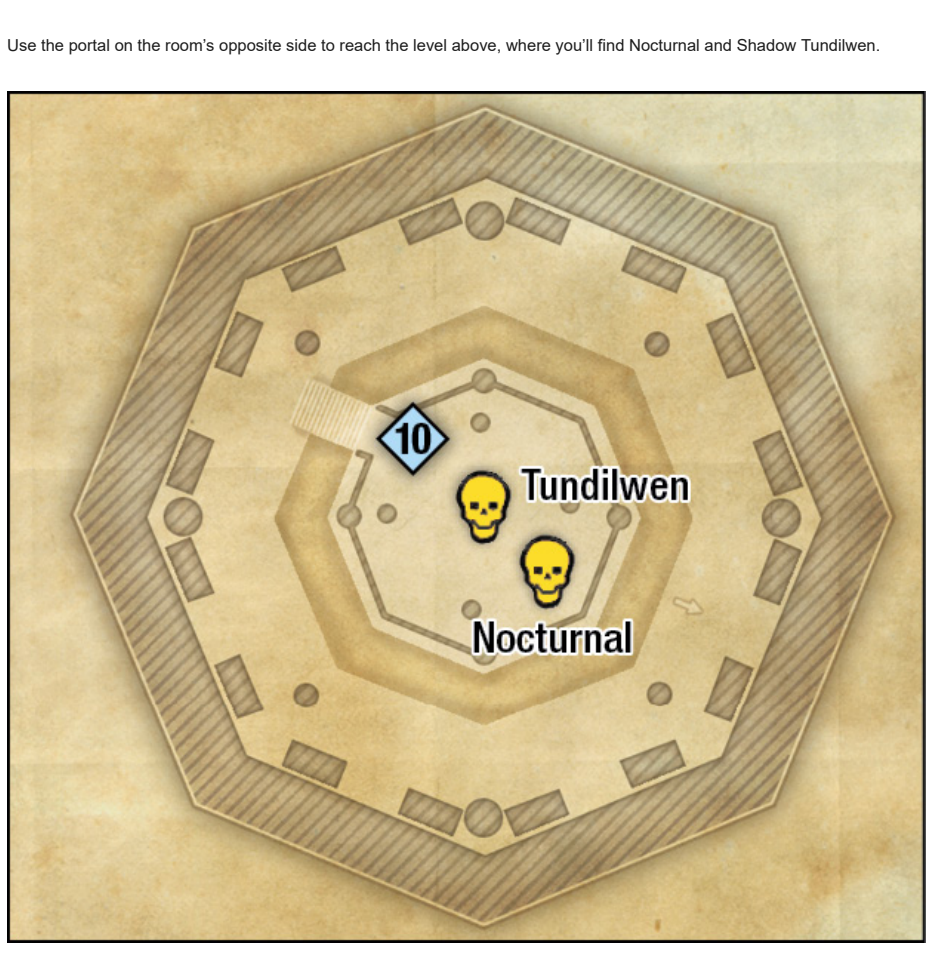
The Golden Knight will occasionally create a barrier around himself that you can stand in to help mitigate damage as well, so be sure to utilize it for some of Tundilwen's meatier attacks.

After the fight, speak with the Golden Knight. It would appear his sword has been tainted by Earl Tundilwen's dark energy. He'll pass it on to you and help you cleanse the dark energy. The power of his sword is yours now. Use it in the conflict to come. Go through the door when you're ready to leave the room.

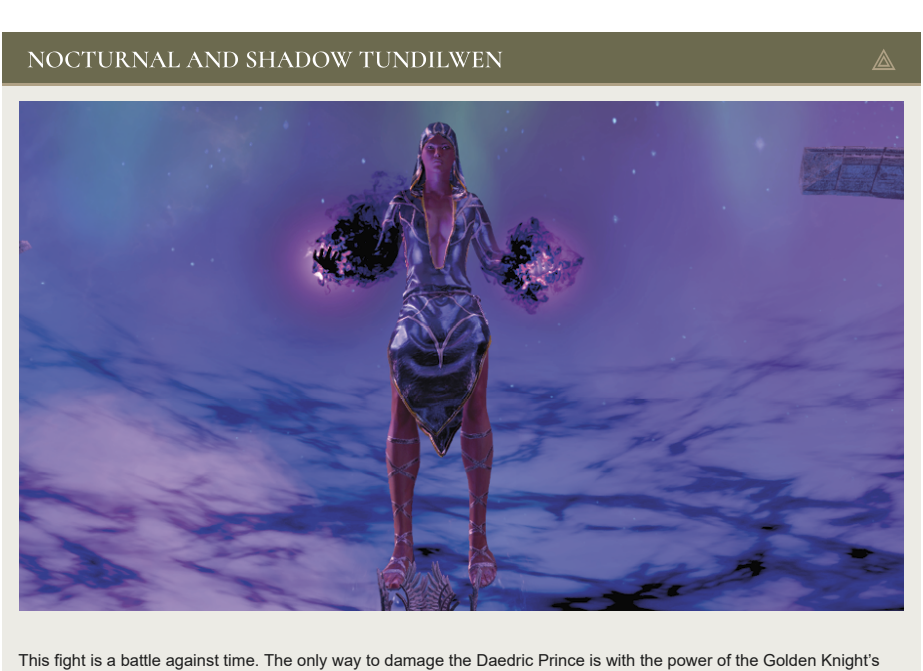
THE PINNACLE OF TRANSPARENT LAW



Use the portal on the room's opposite side to reach the level above, where you'll find Nocturnal and Shadow Tundilwen.

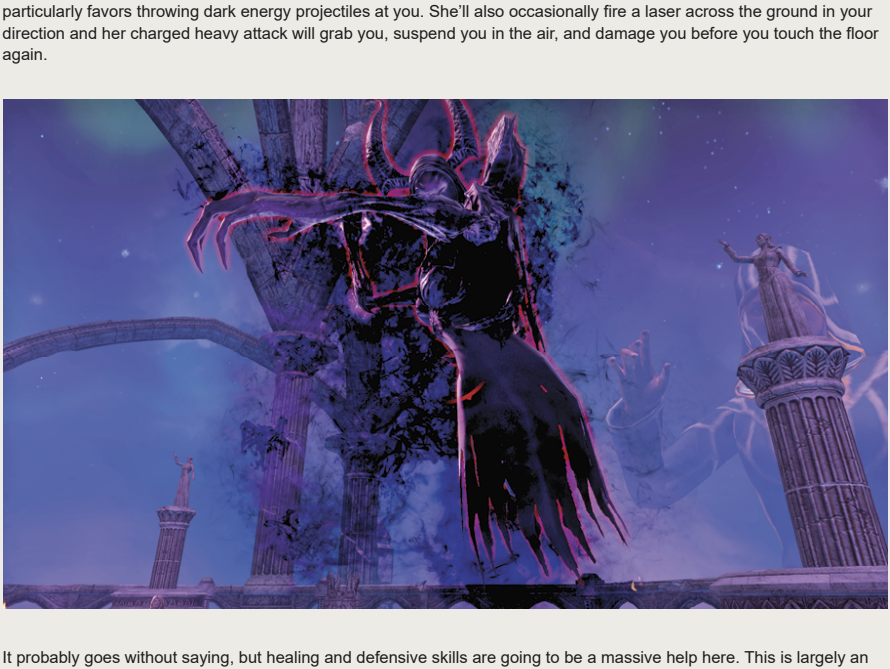


NOCTURNAL AND SHADOW TUNDILWEN



This fight is a battle against time. The only way to damage the Daedric Prince is with the power of the Golden Knight's sword. You must wait for it to charge and must deal with an onslaught of Shrike Executioners between attacks.

After using the Golden Sword once, Nocturnal will summon a daedra version of Tundilwen, who will stalk you for the rest of the fight. If she gets within melee range, she'll swipe you with her claws, but most of her attacks are long-ranged; she particularly favors throwing dark energy projectiles at you. She'll also occasionally fire a laser across the ground in your direction and her charged heavy attack will grab you, suspend you in the air, and damage you before you touch the floor again.



It probably goes without saying, but healing and defensive skills are going to be a massive help here. This is largely an endurance battle that will push your health down to a sliver before the Golden Sword recharges. Once you use the sword, you'll get a brief reprieve, but then the attack will continue once more.

This may sound like a lot to contend with while fighting the Shrikes, but all of her attacks can be blocked, save for the laser, which you can easily avoid. Pay close attention to the noises she makes before attacking. The sounds are distinct and stand out from the rest of the action. If you use these sounds as cues to block, you'll ward off most of her attacks with little issue.

The true test comes after Nocturnal has taken a few hits from the Golden Sword. Shadow Tundilwen will become more aggressive and her moves will be harder to avoid. One in particular has her shooting a rather large AoE around you that will drag you into its center. Escape this as quickly as possible. The dark energy orb in the center of the AoE will explode after a short time, dealing a good deal of damage to all caught near it.

Tundilwen will also fire projectiles toward you that will create a temporary AoE and summon a Gloam Wolf to her side. Try to knock out the wolf as quickly as possible. There's a limit to how many Shrikes will be in the arena at once, but adding additional enemies on top of that will only make this fight tougher.

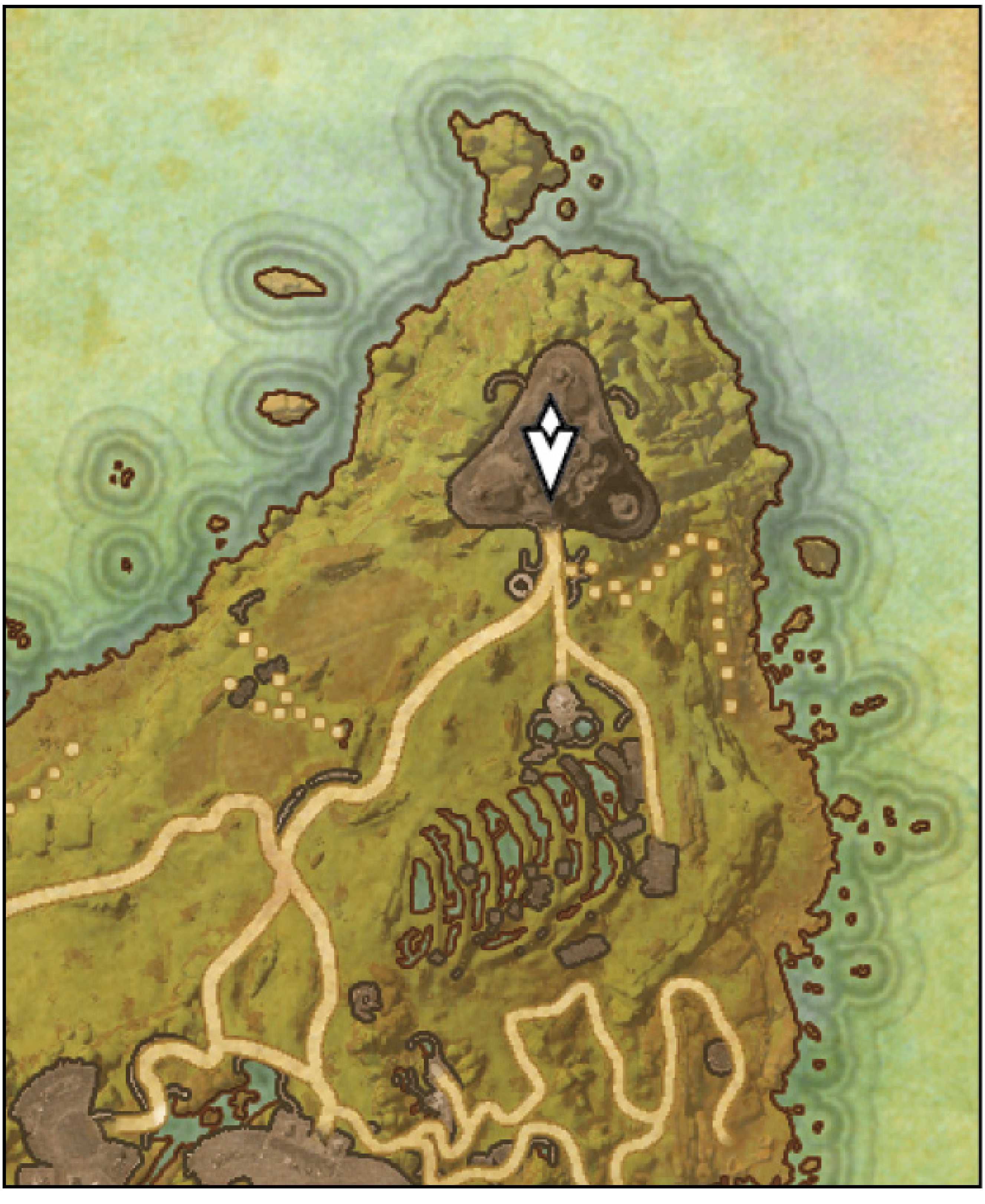
You'll win the fight by either running Nocturnal's health down with repeated Golden Sword attacks or by killing Shadow Tundilwen.

Once you defeat Nocturnal, approach the platform she was standing on and reforge the Heart of Transparent Law. Valsirenn will appear behind you. Speak with her, then leave the Crystal Tower through the portal she creates. Speak with Sotha Sil to wrap up this quest. You'll be given the Staff of the Crystal Tower, a Mystic Eye Psijic Cuirass Outfit Style, and a Skill Point for a job well done.

Story Quests

A New Alliance

- Location: Artaeum, the Dreaming Cave (Valsirenn will appear in Artaeum, Shimmerene, Alinor, and Lillandril to offer you this quest if you don't take it in the Dreaming Cave.)



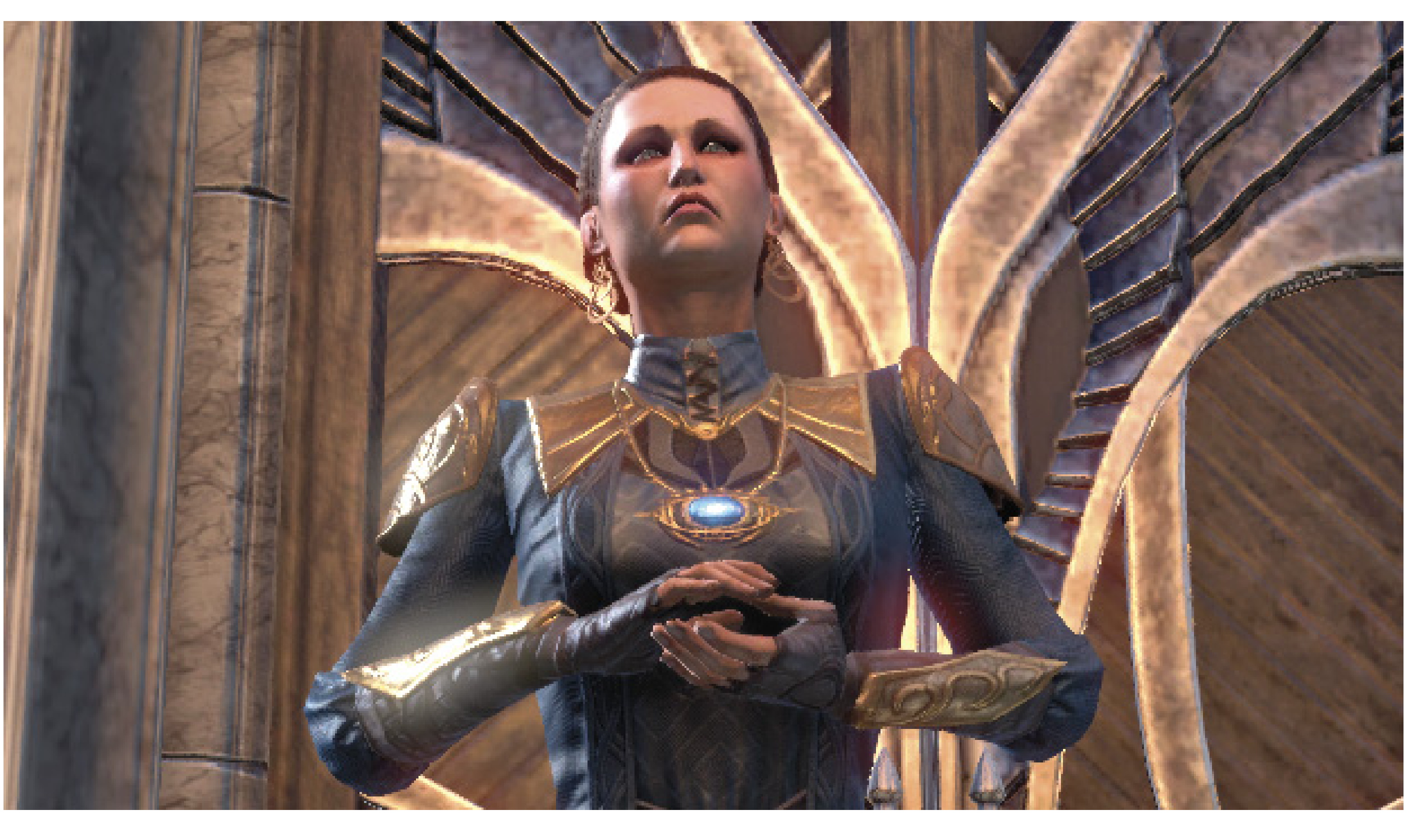
- Quest-giver: Valsirenn

Description: The threat of the princes is over—for now. But the defenses on the Crystal Tower have lowered without explanation. Valsirenn believes the only way to protect the tower from further attack is to form an alliance with all of Summerset's leaders. Help her to that end.

TALK TO ORIANDRA

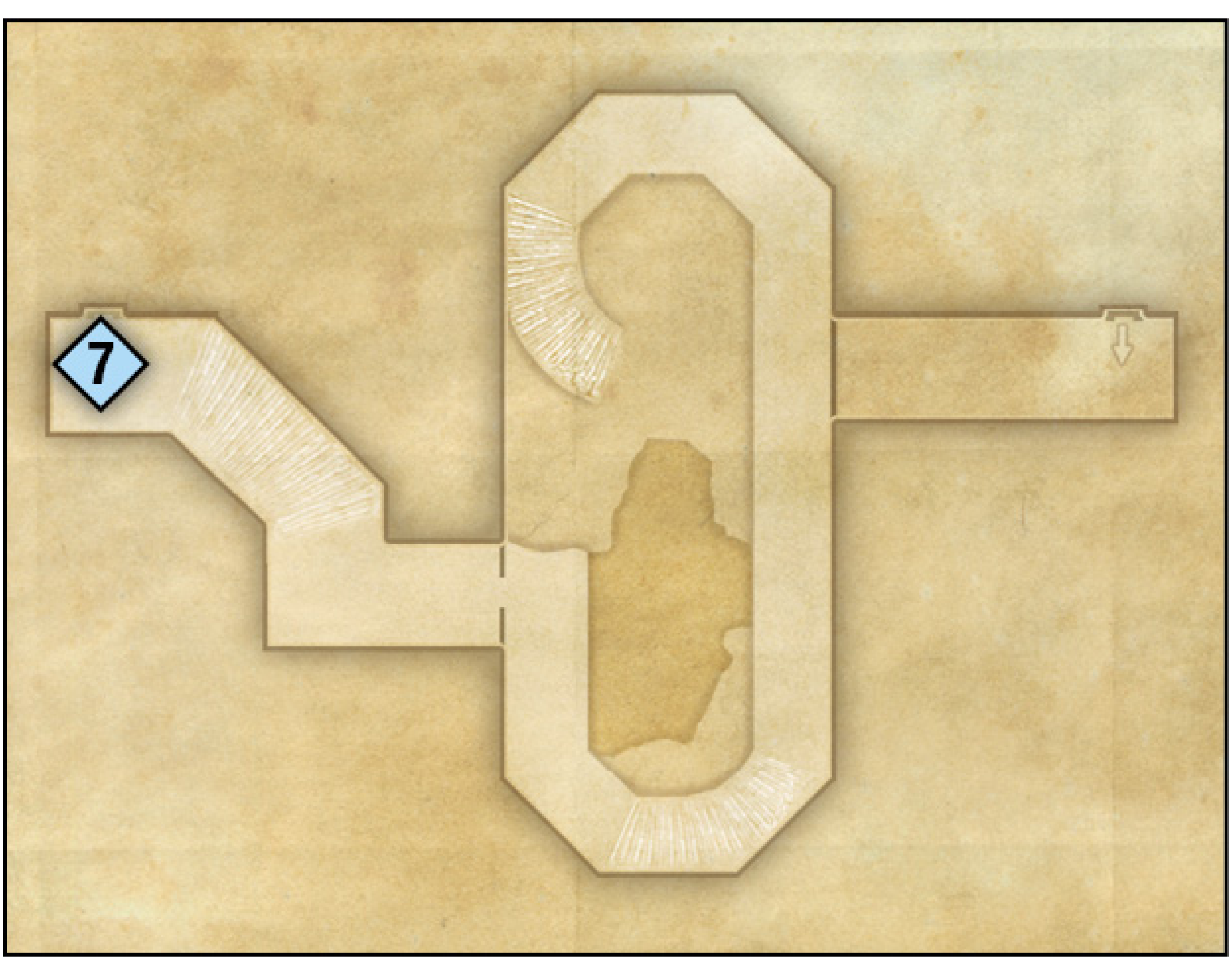
Leave the Dreaming Cave and enter Ceporah Tower. Speak with Oriandra on the south side of the tower's main hall. Now head to Sotha Sil's study and speak with him as well. Teleport to a wayshrine near Alinor. Your next stop is Alinor's Royal Palace.

When you arrive in Alinor, head south, then go north over the bridge to reach the palace; it will save you from having to backtrack if you choose to try for the most direct approach. Speak with Oriandra in front of the palace doors, then head inside. Enter the council chambers and attend the meeting already in progress. When there's a pause in the discussion, speak with Sapiarch Larnatille. You'll be given a dialogue choice while speaking with Larnatille. Neither choice will affect the meeting's outcome, so feel free to choose whichever option you like best.

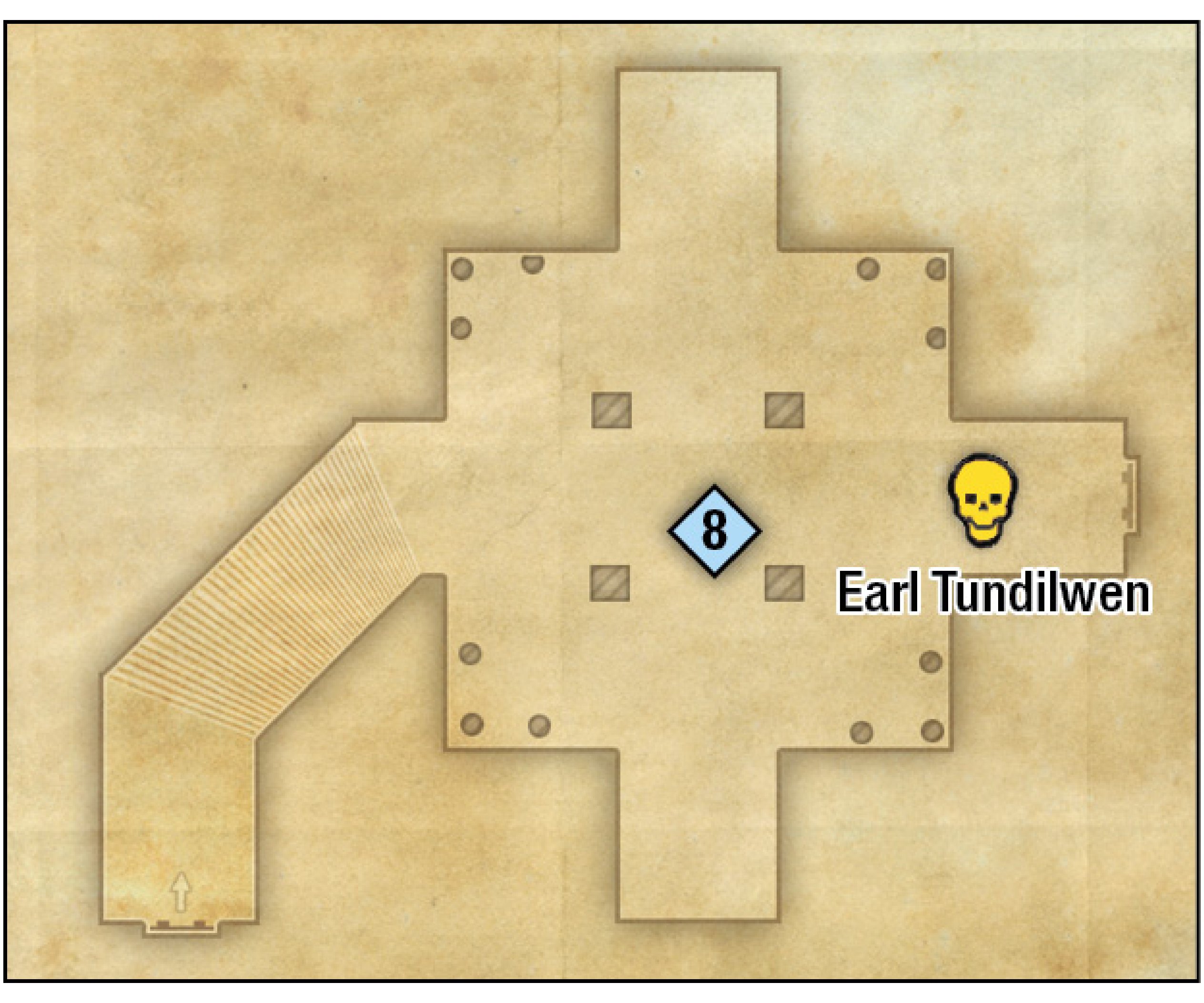


The meeting will continue after you speak to the Sapiarch. Listen to the conversation, then speak with Sapiarch Larnatille once more. The meeting will formally conclude and everyone will leave except Valsirenn. Speak with her, then exit the room. Find Razum-dar and speak with him to wrap up the quest. You'll earn the Ring of Summerset's Champion, the Exemplary Triune Ring, and the Emissary Title.

ASCEND THE TOWER



Fight your way up the first map above and enter the following area. Earl Tundilwen will be waiting there, ready to do battle.



EARL TUNDILWEN

Tundilwen is aggressive and will spend most of her time chasing you down. Her basic attacks are melee-based, but she has other ways of reaching you at a distance. One of her most deadly attacks comes after she stops and gets into a prayer position. Dozens of dark energy balls will begin shooting out of her at all angles; do your best to avoid these. She can effortlessly tear through your health with this attack if you don't dodge each of the balls. If she raises her arm, immediately run and look for any part of the room not in her AoE circle. She'll engulf almost the entire room with her attack, which means you need to run or you're going to take a hit.

Tundilwen's other moves are melee-based. She'll perform a spinning knife slash, which will damage anyone near her, and she'll also occasionally sprout wings and lunge toward you. If you can avoid her two big attacks, you'll have little issue dealing with her.

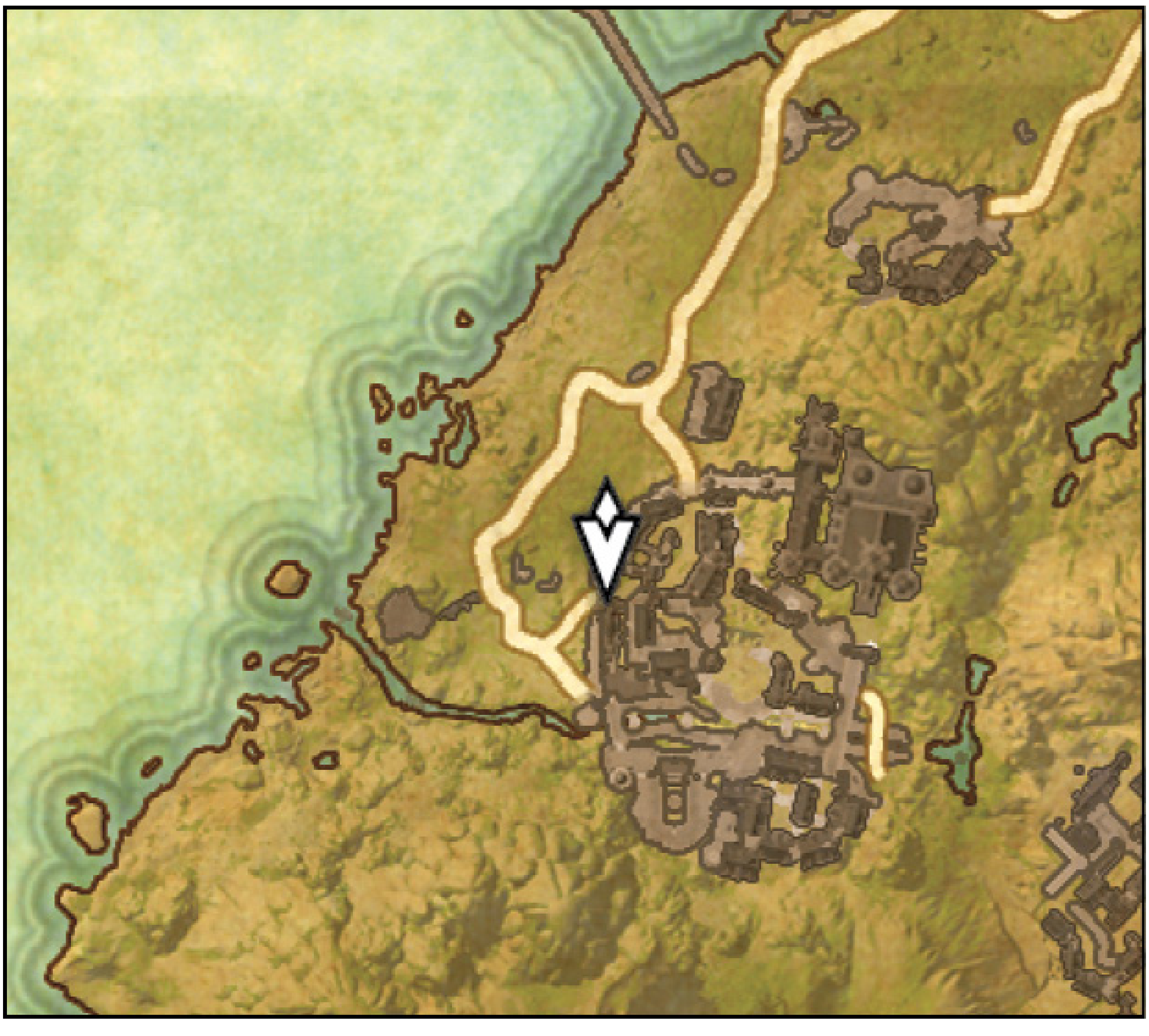
Side Quests

Introduction

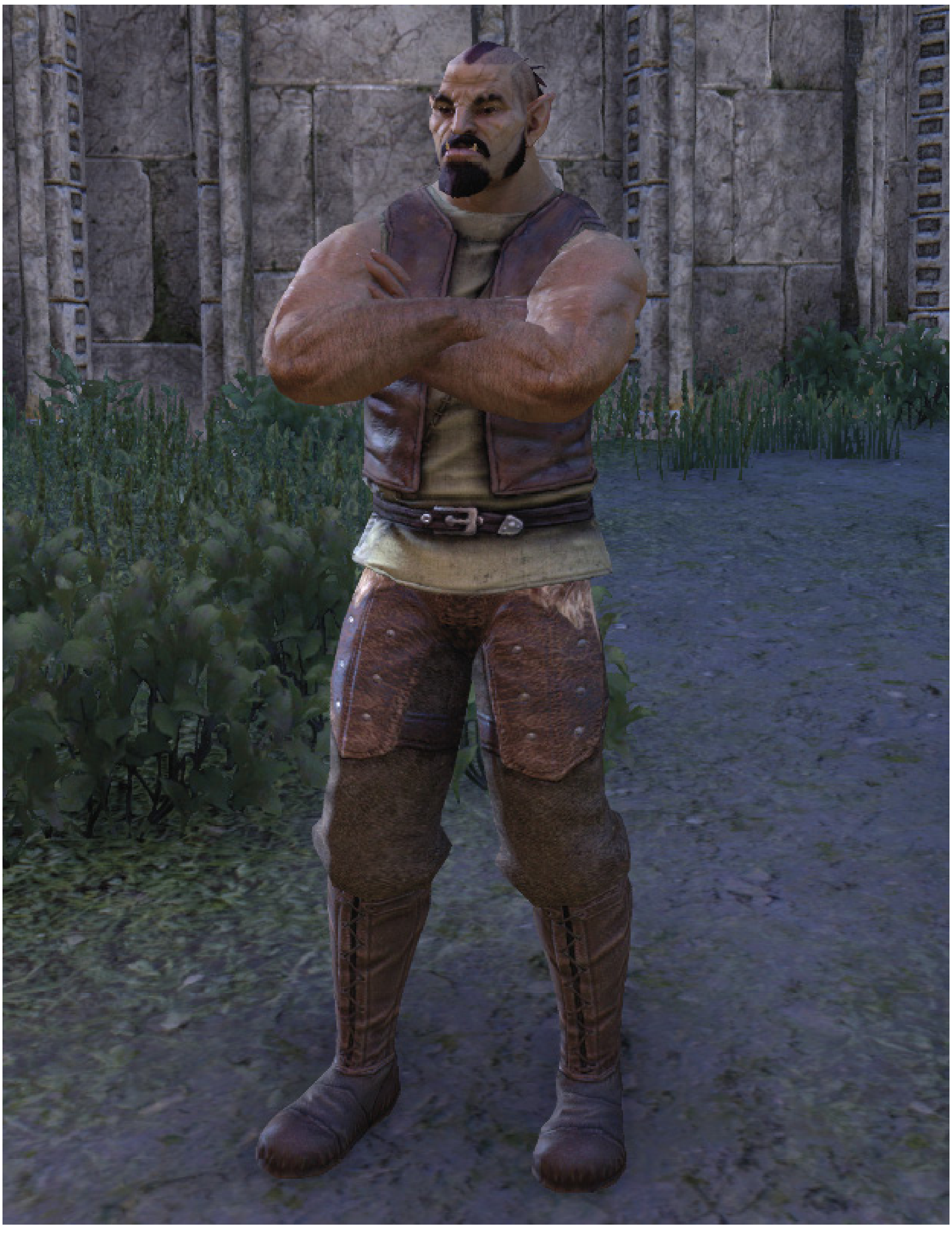
Aside from the main story line of Summerset, you'll encounter plenty of stories that begin when you start the quest and end when you turn it in. You'll find locations and descriptions for every one in this section of the book.

A Duelist’s Dilemma

- **Location:** Near Alinor’s west gate



- **Quest-giver:** Roguzog



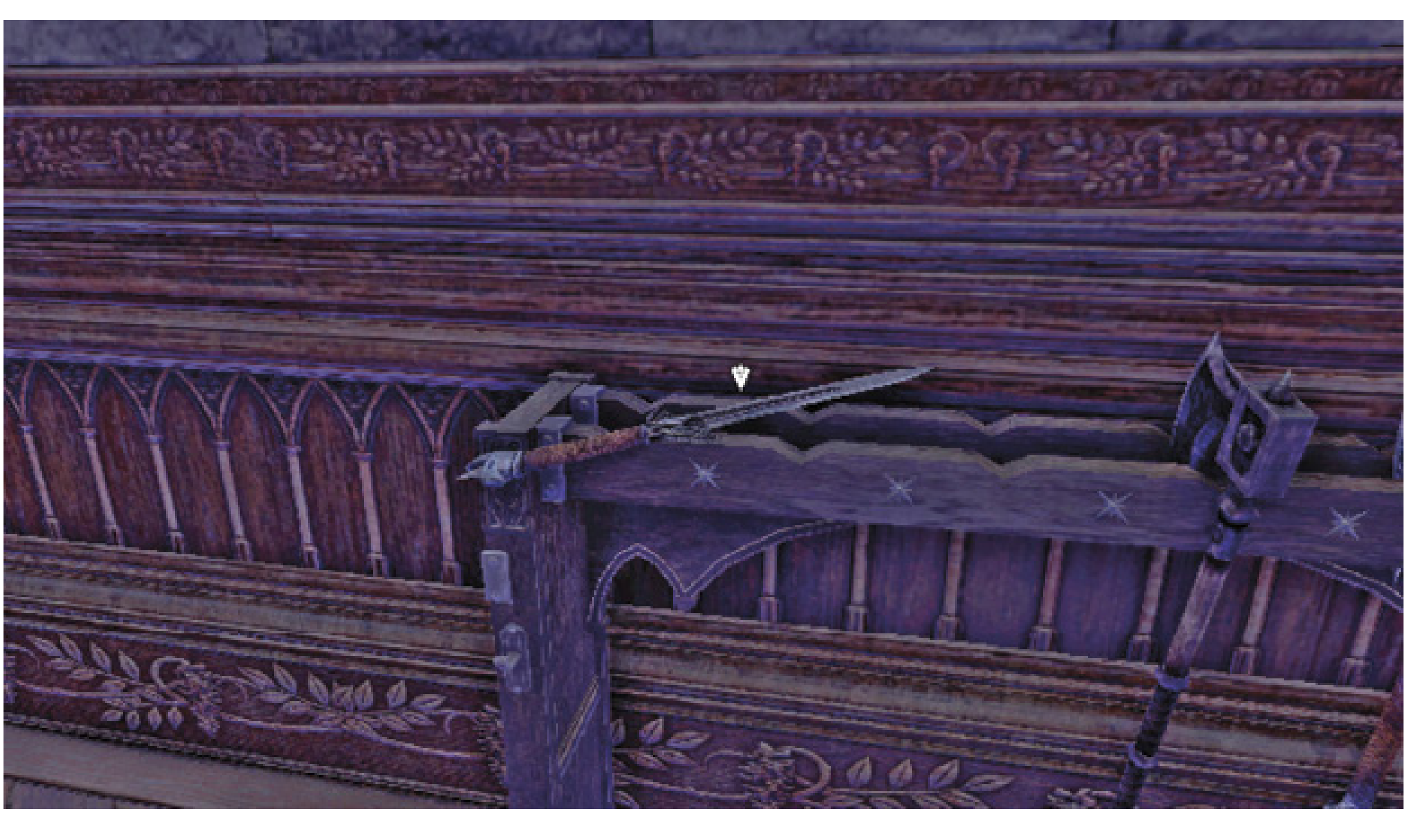
Description: Roguzog is having a dispute with one of the locals and wishes to challenge him to a duel. Only problem is, Summerset is notorious for having rituals and rules in abundance. Roguzog can’t issue a lawful, formal challenge until he learns the proper customs. That’s where you come in. Figure out how Roguzog can legally initiate a duel with his transgressor and report back to him.

TALK TO LIRENDEL

Head to the Golden Gryphon near Alinor’s north gate; you’ll find Lirendel on the third floor. Grab the Altmer Cultural Guide off the table in front of Lirendel before leaving. Head back and speak with Roguzog.

COLLECT AN ALTMER DUELING FOIL

You’ll need to collect an Altmer Dueling Foil for the dueling ritual. Speak to Nahdahni the Khajiit and either pay her for the dueling foil, or break into her house and steal it from the second floor. If you choose the latter option, watch out for the residents living in the house. If they see you, you’ll accrue bounty.



LEARN LIRENDEL’S FULL NAME

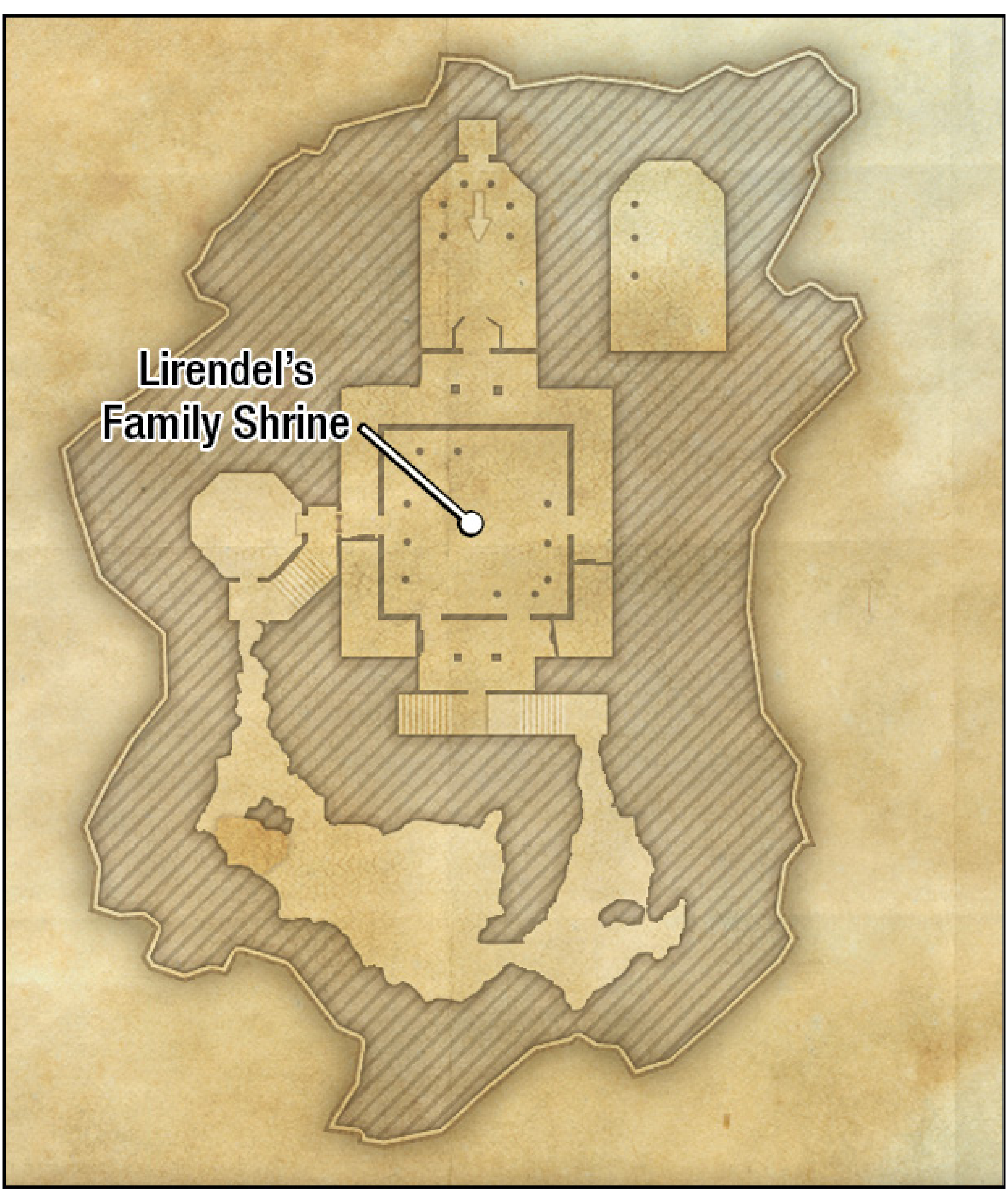
In order to challenge Lirendel officially, you’ll need to track down his full, legitimate name. In order to find it, enter the Tor-Hame-Khard Delve.

TOR-HAME-KHARD

DELVE DIVING

If you’d like to finish this delve in a single visit, turn to the Delves section of this book to find the locations for each quest that takes place in it, as well as information on the delve boss and the location of the Skyshard.

Once in Tor-Hame-Khard, read the plaque at Lirendel’s Family Shrine in the center of the delve to find his full name.



TALK TO FANDILOL

Return to Alinor and track down Fandilol inside the Golden Gryphon. He’s sitting with Lirendel on the tavern’s third floor.

MEET ROGUZOG ON THE WESTERN BEACH

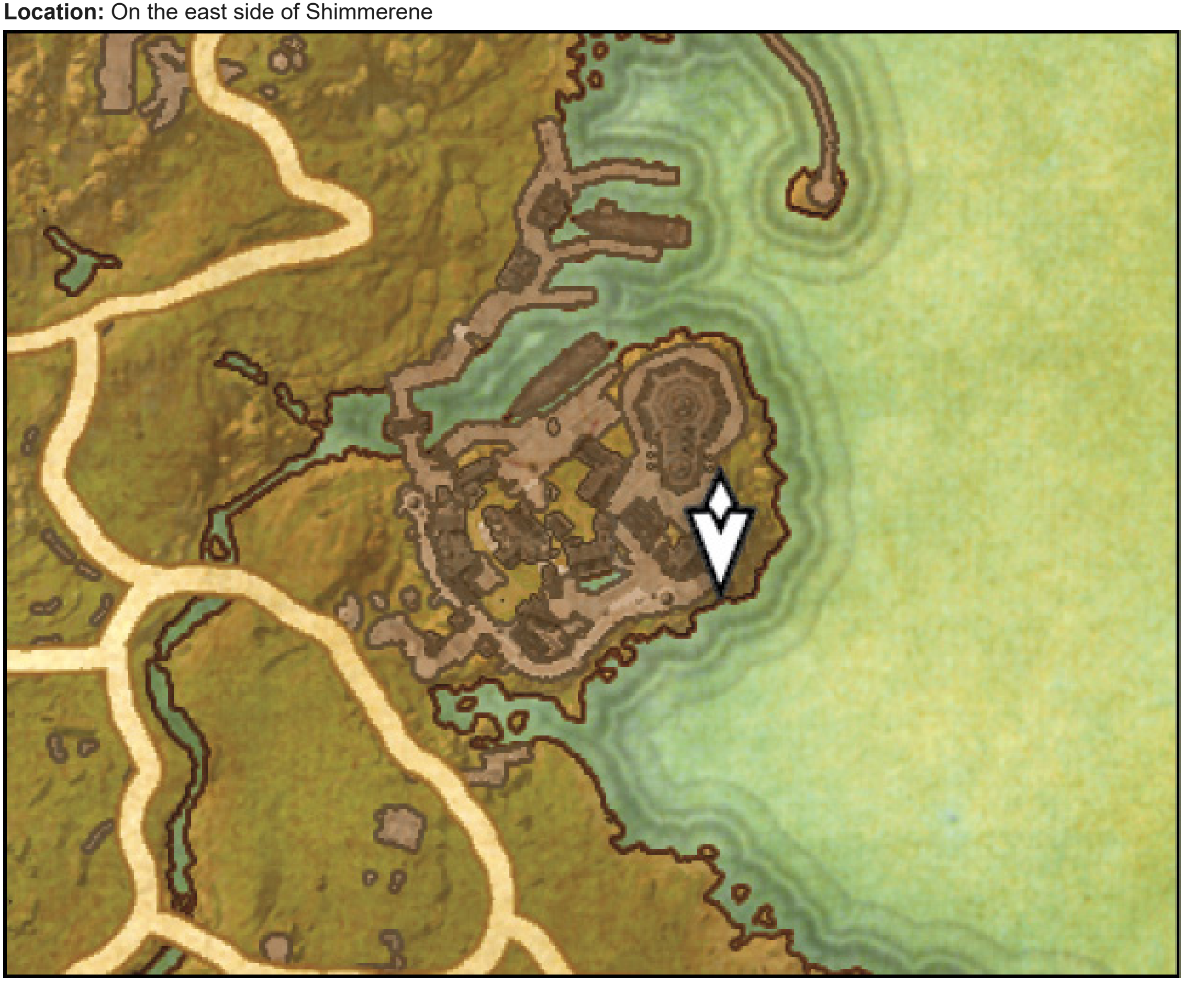
Once you’re done, exit the tavern and head to the beach west of Alinor. Roguzog is waiting for you there. Give him his dueling foil and let him know about your progress thus far.

After speaking with Roguzog, talk with Fandilol to officially issue the duel. Fandilol will demand that you speak Lirendel’s name formally. In case you forgot, Lirendel’s family name is Lirendel Rumilion ’lenInecil Culanarin Soloinwe ’ata Piraden-Itelnoril Hilnore Firlamil ’cal Ternerben-Nibulirel (or the second answer, first answer, second answer, respectively). Now witness the duel. You’ll be rewarded with a Polished Elf-Poker (an orc-made one-handed sword) for completing the quest.

Side Quests

A Tale of Two Mothers

- **Location:** On the east side of Shimmerene



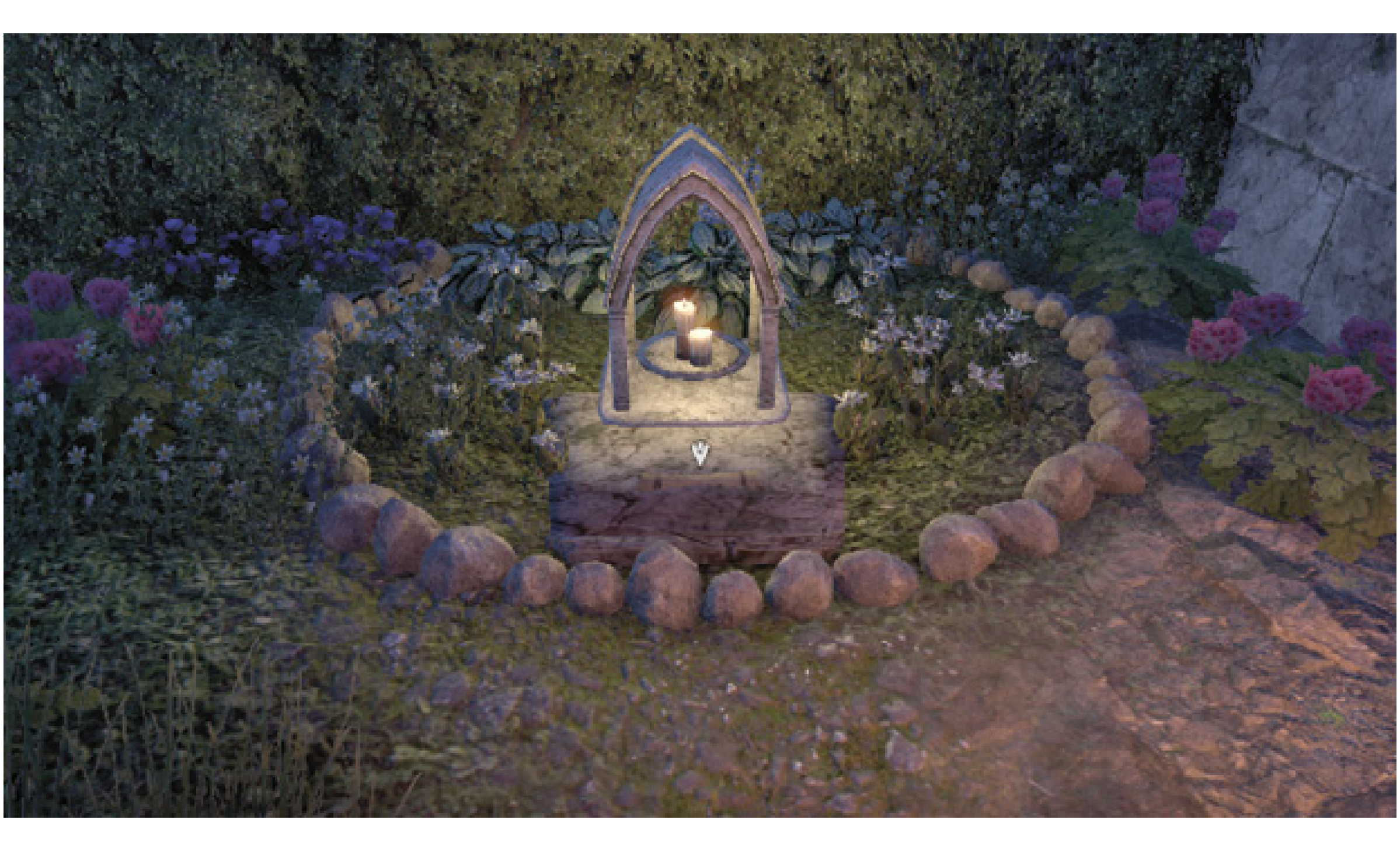
- **Quest-giver:** Lanarie

Description: Lanarie's son has gone missing. He turned himself into the authorities, claiming that he was involved in a plot to kill Sapiarch Aicantar. He should be in his prison cell, but he's seemingly vanished. Investigate beneath the Kinlady's manor and see if you can get to the bottom of this mystery.

TALK TO TALERION

After speaking with Lanarie, turn around and enter Kinlady Avinisse's mansion. Head downstairs to find Talerion. After speaking with him, head upstairs and take Arathel's Map off the nightstand in the left room at the top of the stairs.

Exit the Kinlady's manor and go to the city's north side. At the hedge maze there, you'll find information about where to go next. Once you enter the maze, stick to the outside wall on the right and follow it along the interior of the maze. You'll come to a small shrine with a note in front of it. Read the note, then exit the maze.



TALK TO TALERION OR GO TO THE ANCHOR'S AWEIGH INN

At this point, you can either head into the nearby Anchor's Aweigh Inn or head back to Talerion and tell him what you've found.

THE ANCHOR'S AWEIGH PATH

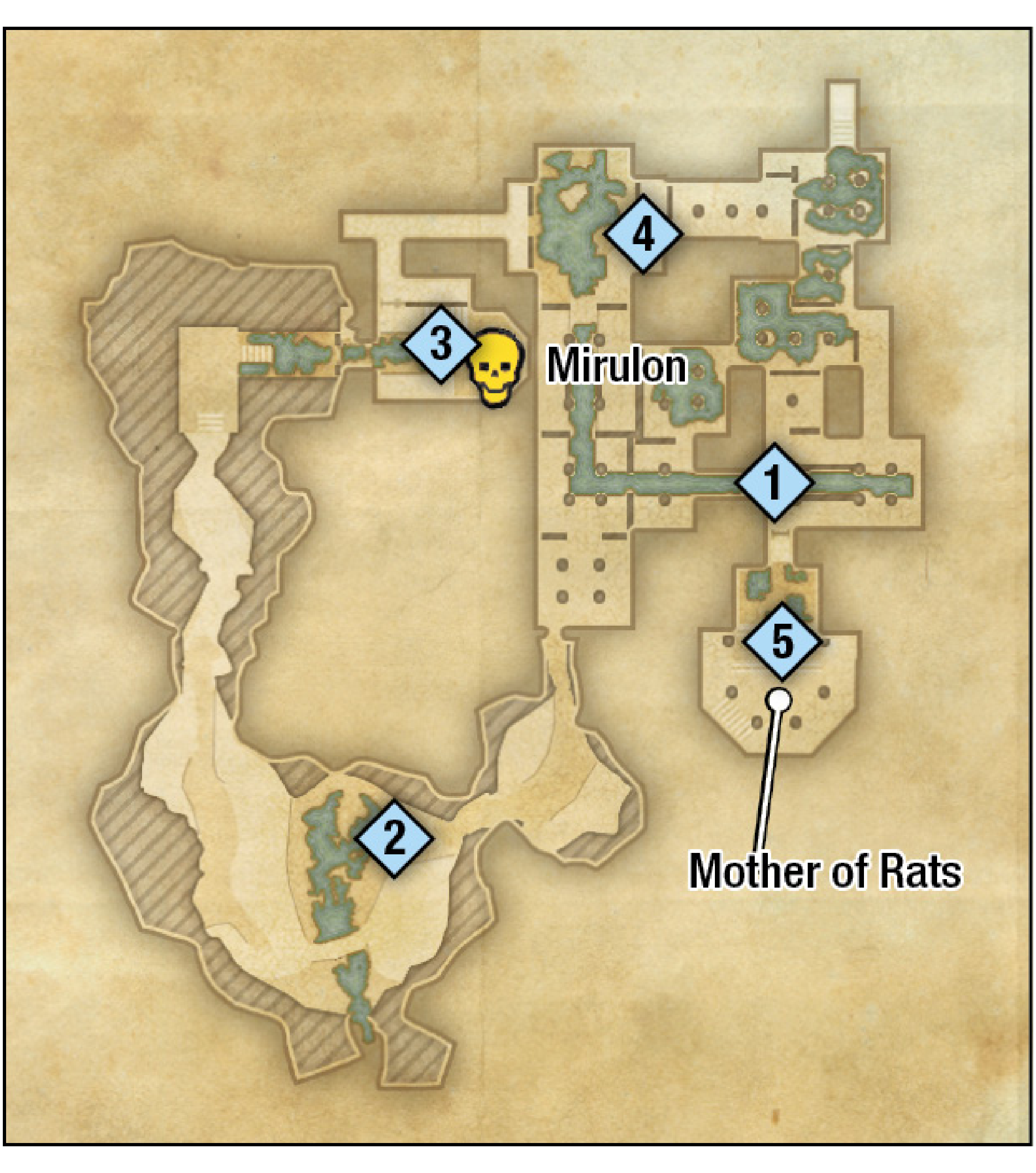
If you entered the Anchor's Aweigh Inn instead of speaking with Talerion, speak with Riharai the barkeep. Tell her you want Deathlands Ale, then head up to the second floor and speak with Edgar Jend in the room's back corner.

After you speak with Edgar, exit the inn and head to the docks to find the entrance to the Shimmerene Underground.

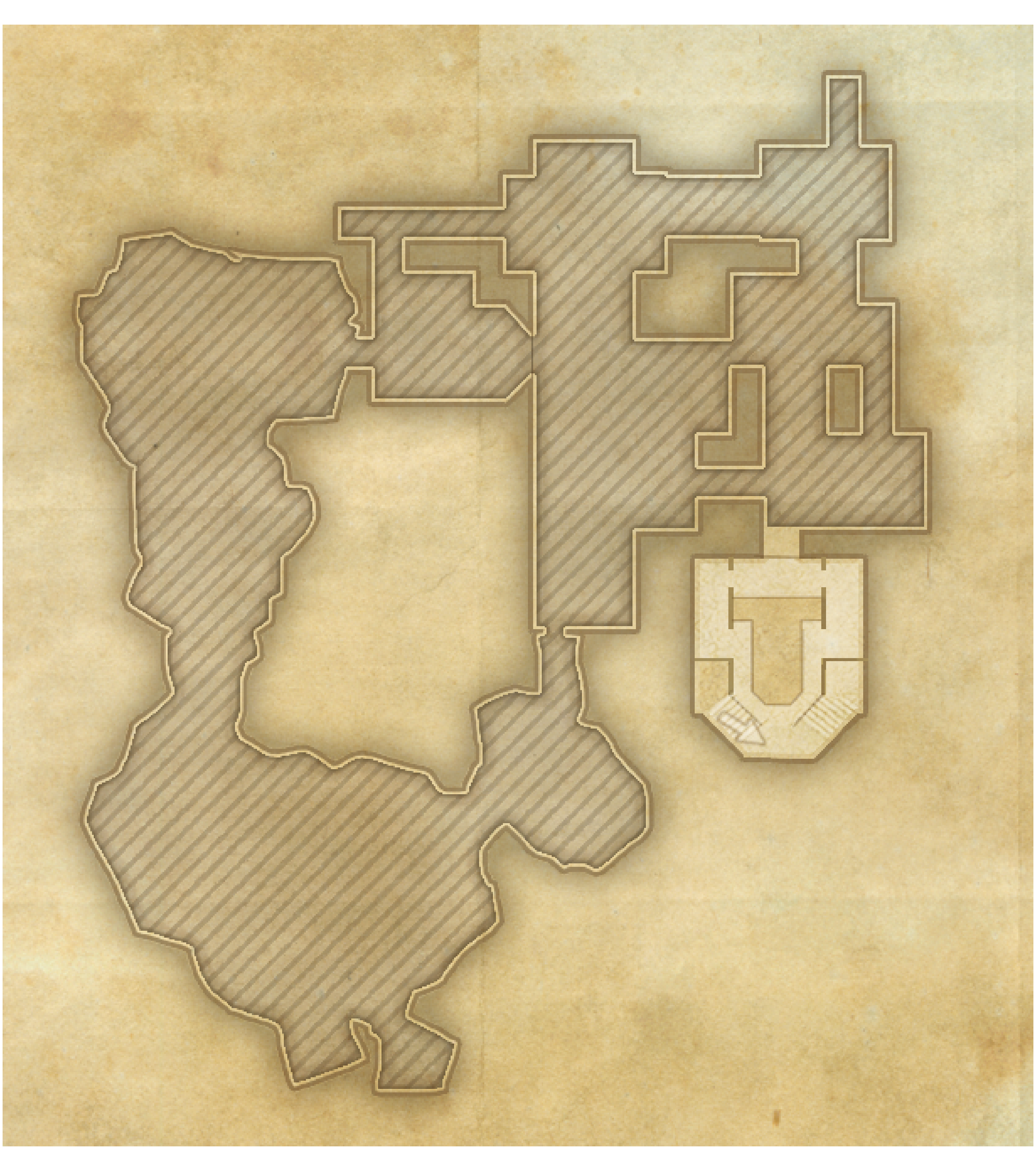
THE TALERION PATH

If you spoke with Talerion instead of going to the Anchor's Aweigh Inn, your first stop will be Kinlady Avinisse's Mansion. You'll find Talerion in the basement where you left him. Speak with him, then enter the Broken Passage in the corner of the cell.

SHIMMERENE WATERWORKS



Once inside the waterworks, you must follow a rat to a hidden room. The rat heads to the waterworks' south side and stops at the secret passage.



Go through the passage to reach the Mother's Den, where the Mother of Rats resides.

FIND ZAN'HI

Leave the Mother's Den the way you came in and head west. When you hit a dead end, go through the passage on the room's south side.

Continue south and head up the ramp on the left. Cross the bridge, then follow the path until you reach Mirulon's Chamber.

MIRULON

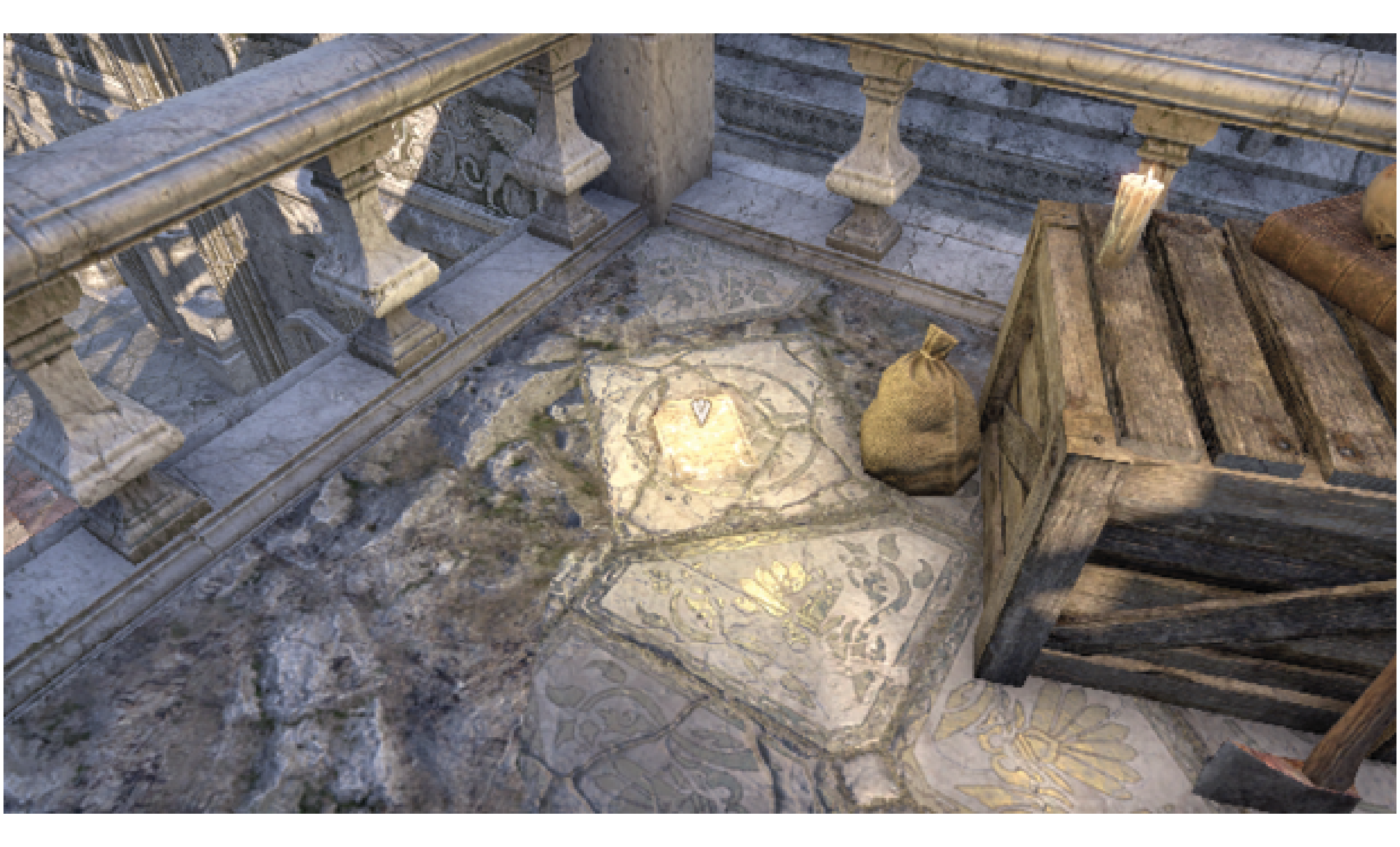
Mirulon uses a lot of tricky dark magic attacks to defeat his foes. He will typically shoot balls of dark energy at you as his basic attack, but that's about as easy as it gets. He'll spin his staff in the air while an AoE surrounds him. When he brings his staff to the ground, it will damage the area around him, then create an additional AoE or two underneath your feet. Keep moving during this attack until he completely finishes it.

He will occasionally lift both hands in the air, then teleport nearby, leaving a shadow version of himself behind. Both he and the clone will shoot basic projectiles at you, which you can block. You can kill the clone with only a handful of hits, but it will surround itself with an AoE, which will damage you if you stand in it. Attack the clone with ranged attacks if possible. If not, gauge your health, then melee-attack it if you're feeling confident. Even if you choose to ignore it, the clone will eventually fade away on its own.

Mirulon will spin his wand in front him and shoot out a singular dark energy ball, which will continuously spit out an additional energy ball on either side of it. You can interrupt this attack before Mirulon casts it, but if you miss the window to do so, immediately run to the left or right of the ball. If you try and run backward away from it, it will likely corner you. It has an incredibly long range, and the additional energy balls it creates make it very difficult to maneuver around it the closer it is to you.

RETRIEVE THE EVIDENCE FROM UPSTAIRS

After defeating Mirulon, head up the northern set of stairs and collect the note lying on the ground. Head through the door to the Shimmerene Aqueducts and follow the path, dropping down into the water-filled room below.



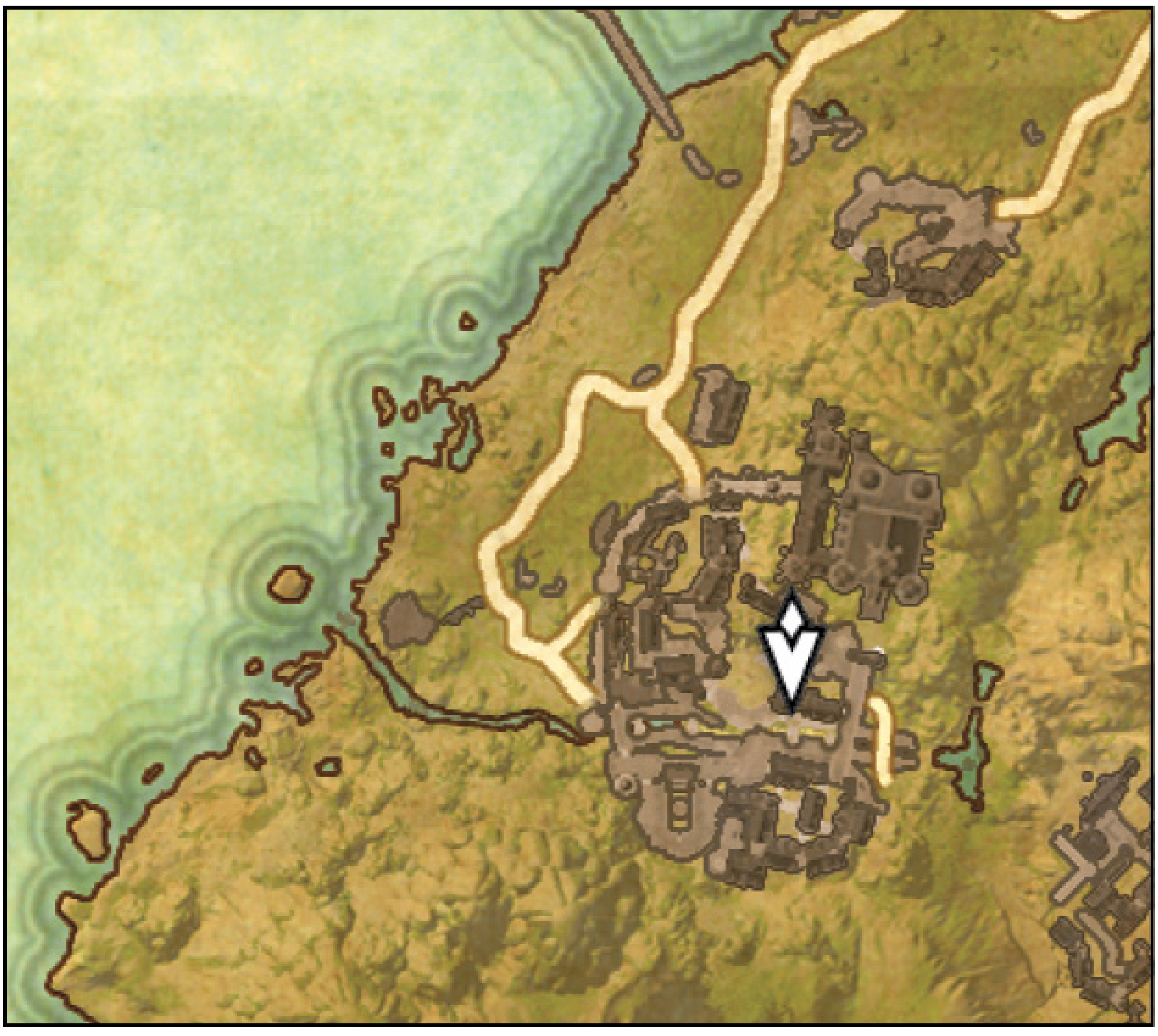
TALK TO ARATHEL

Speak with Arathel in the water-filled room, then escort him back to the Mother of Rats. Once inside the Mother's Den, hand the evidence you discovered to Talerion.

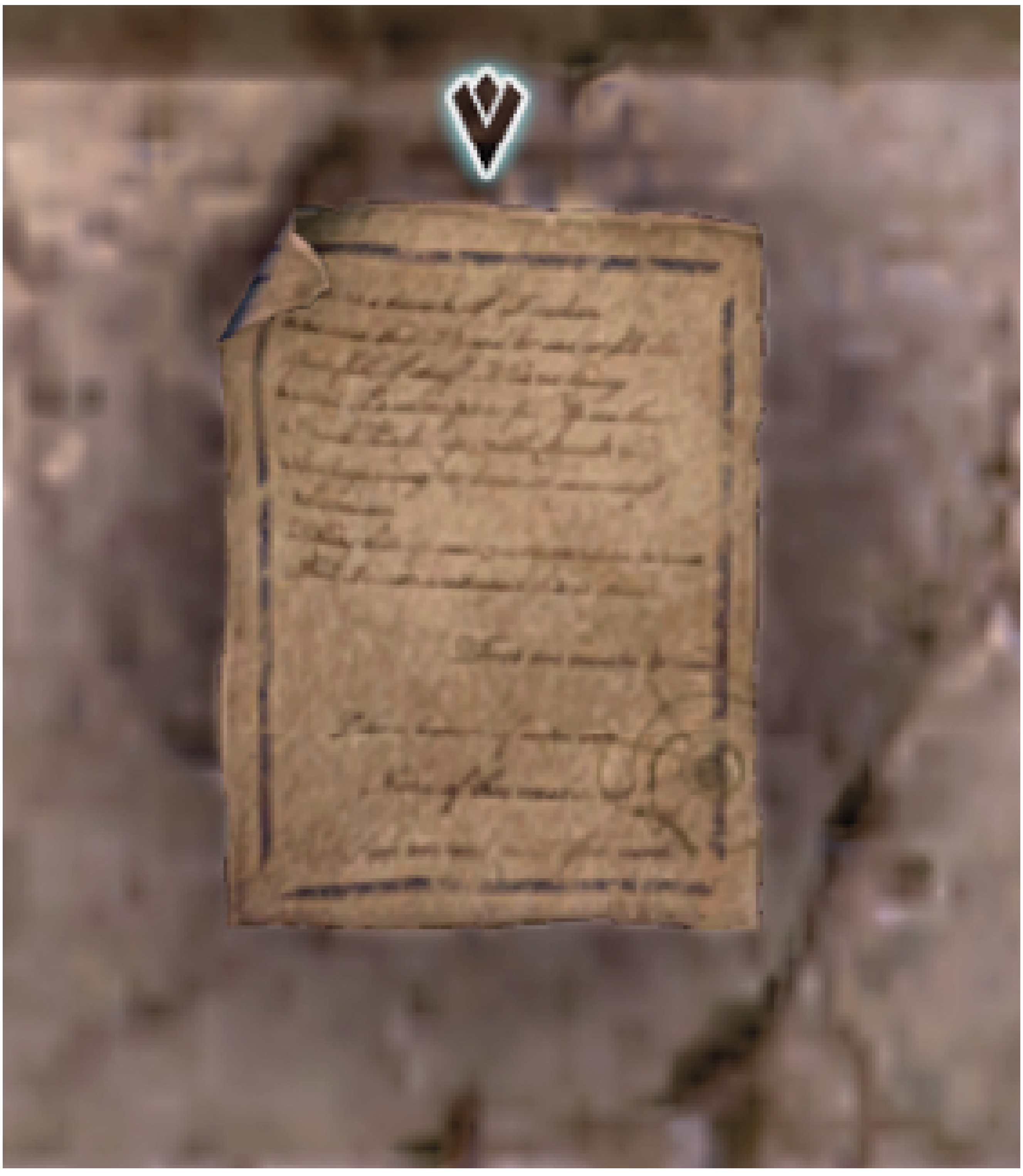
Speak with the Mother of Rats to complete the quest. You'll earn a Rat-Fang Dagger for completing this quest.

Aicessar's Invitation

- **Location:** In the Fighters Guild or the tunnel south of the Alinor Wayshrine



- **Quest-giver:** Aicessar or Fighters Guild Handbill



Description: The Fighters Guild is always looking for new recruits who are stout of heart and love a good scrap. If you feel like you'd be a good fit, head to Shimmerene and track down Aicessar to join.

NOTHING TO SEE HERE

If you've already joined the Fighters Guild in another city, the Fighters Guild Handbill won't appear in Alinor.

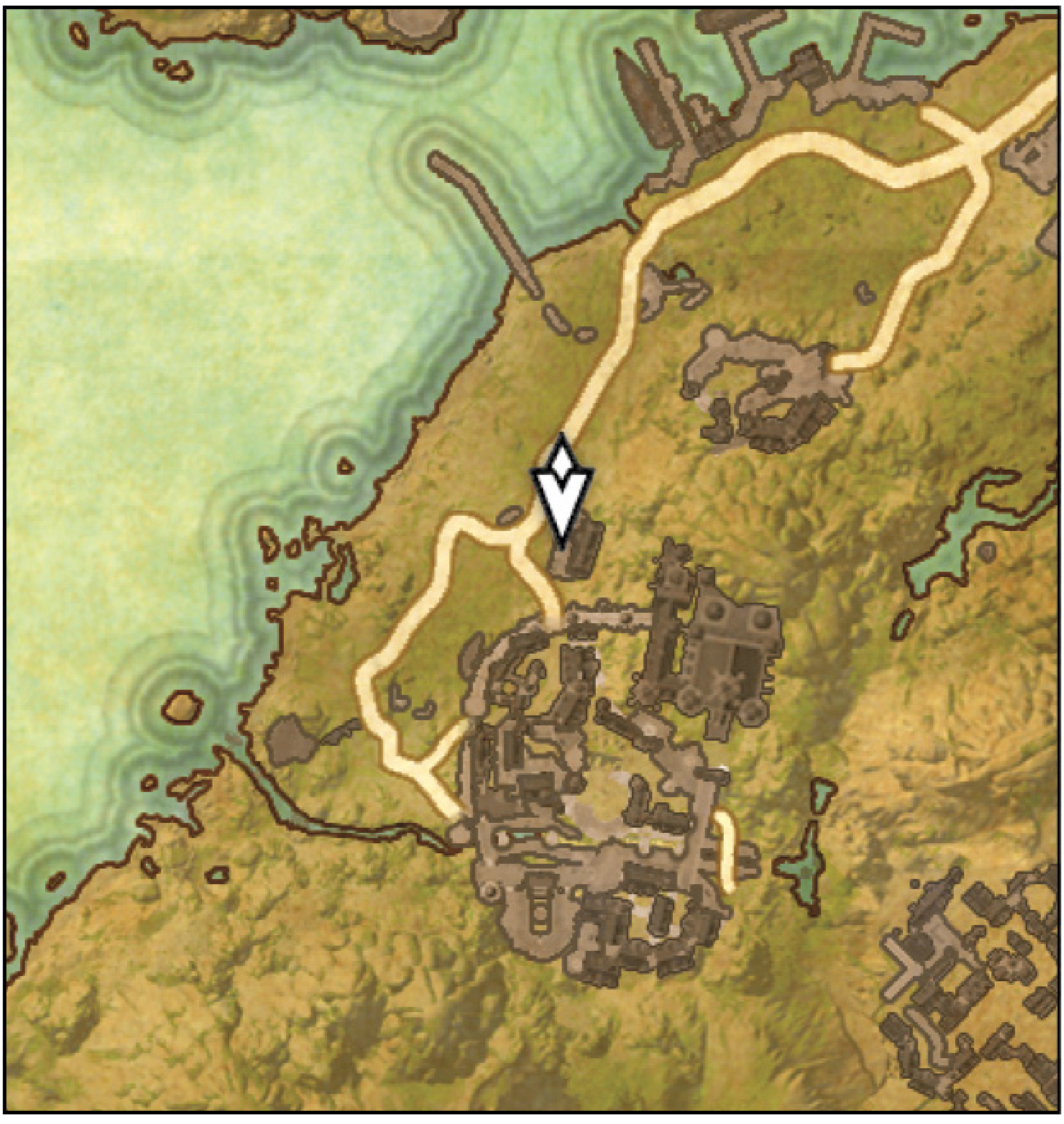
TALK TO AICESSAR

Head to the west side of Shimmerene to find Aicessar, who is waiting in front of the Shimmerene chapter of the Fighters Guild. Simply agree to join the Fighters Guild and you're in!

You'll earn the Fighters Guild skill line as a reward for completing the quest.

Bantering with Bandits

- **Location:** Up the road north of Alinor



- **Quest-giver:** Manacar

Description: Manacar has arrived to see the debut of Tableau's newest painting, but he's having a hard time gaining entrance due to Tableau's overzealous patron. His invitation came with an added note from Tableau stating that she was concerned for her safety. Manacar has asked you to look in on her in his stead.

QUESTLINE

You must complete Side Quest: Hulkynd's Heart to access this quest.

TALK TO LILAWEN

Head up the path and enter the Oleander Coast Winery. Once inside, enter the rooms to the right to find Lilawen. Speak with her, then go upstairs and enter Tableau's studio. Read the note written to the "Villainous Manacar" lying on the floor before the fireplace. Next, head out of the winery and back to Manacar to share what you've learned.

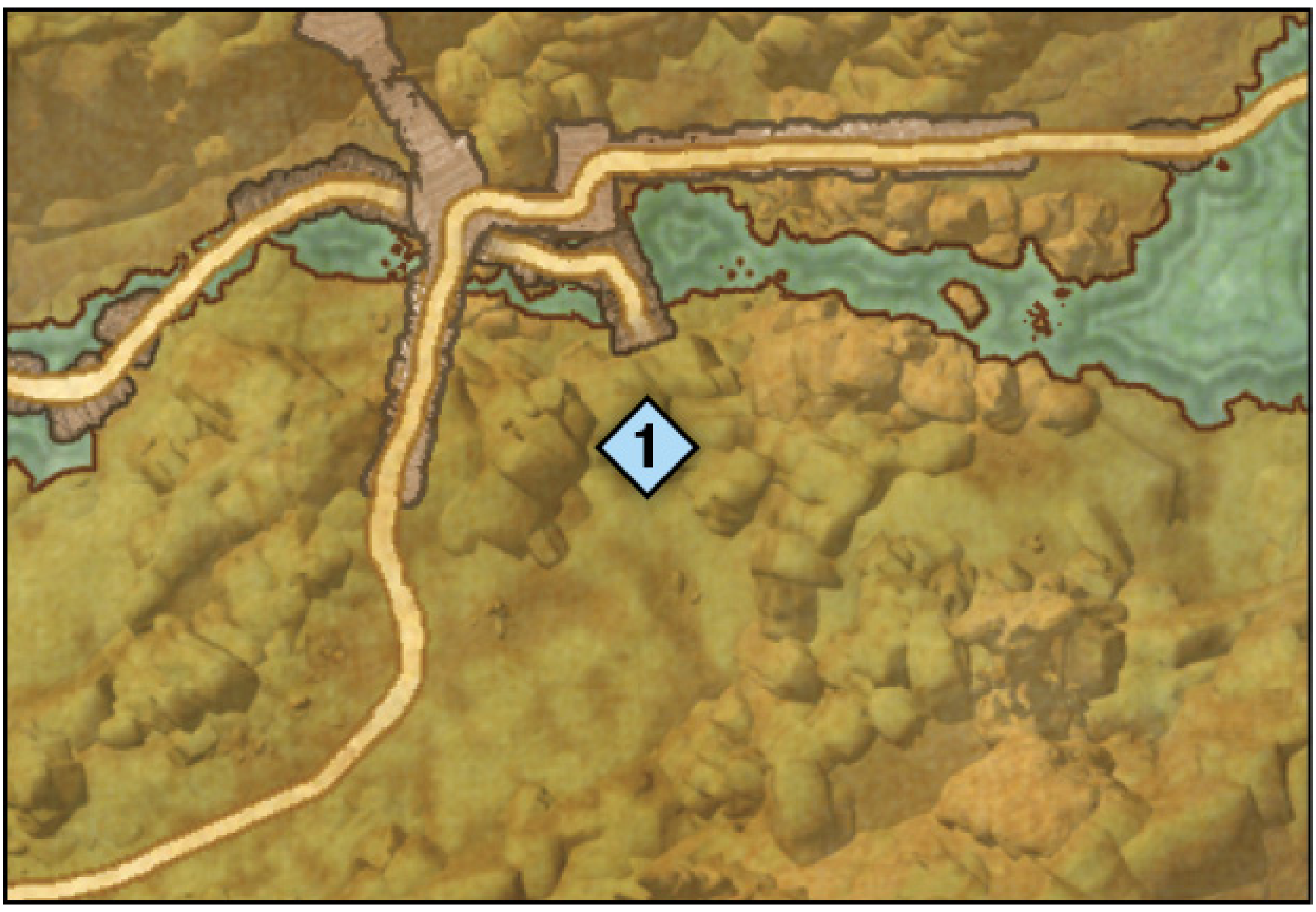
HEAD TO ALINOR'S OUTLAWS REFUGE

Your next task is to meet an orc named Ghrum in the nearby Outlaws Refuge. Once inside, take a right up the stairs, then another right to find Ghrum. Speak with the orc and he'll send you off to King's Haven Pass, which is to the west of Cloudrest.

ON YOUR FIRST PASS

You'll only spend a brief time in King's Haven Pass, but there are other quests that you can take care of while you're here. If you want to do everything in one go, head to the "Delves" section of this book to get more information.

King's Haven Pass



Immediately after entering King's Haven Pass, go right and head up the hill. Look to the right of the bridge atop the hill to find a wagon suspended over the cliff's edge. Inspect it, grab the locket, then cross the bridge. When you reach the plot of land connecting the three bridges, cross the bridge on the right. The left one is impassable no matter how high you think your acrobatics level is. Cross the river to the east side of King's Haven Pass and enter the passage ahead to exit the delve. Manacar waits for you outside.

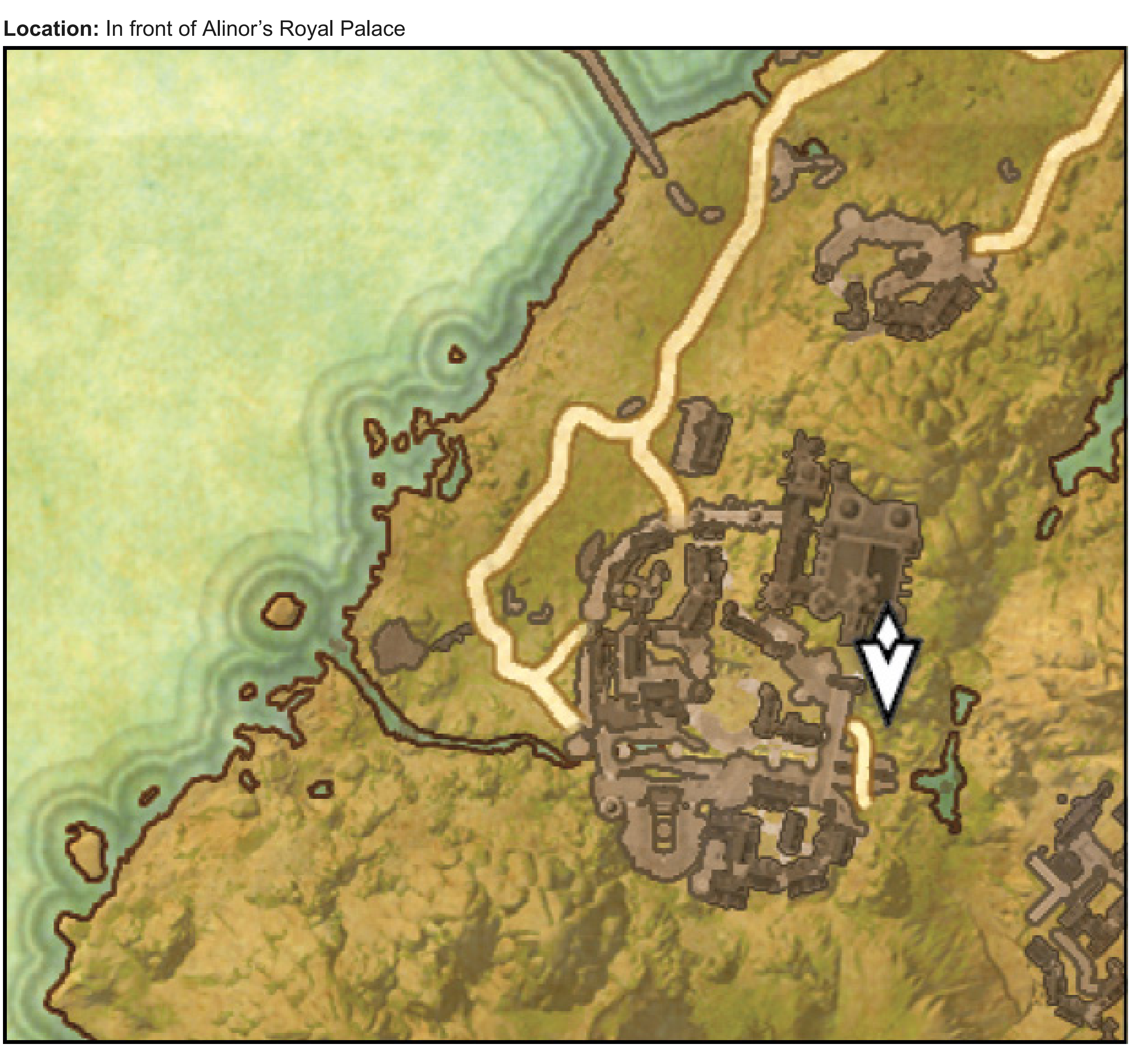
FOLLOW CUR

Cur will make his way northeast to the beach north of the Gryphon Aerie. Follow him. Once on the beach, speak with Tableau. She'll ask you to make a choice for her regarding Manacar. Select whatever choice you want; this won't affect your reward for helping Manacar in this quest: the Hulkynd's Sullied Sabatons.

Side Quests

Culture Clash

- **Location:** In front of Alinor's Royal Palace



- **Quest-giver:** Rigurt the Brash

Description: Rigurt the Brash has been granted the role of ambassador-at-large for the Nord Cultural Exchange. Rigurt's come to Summerset to negotiate with Queen Ayrenn to end the Three Banners War, but the Altmer rules and traditions have flown so far over Rigurt's head that he might actually be buried underground. Help Rigurt gain an audience with Summerset's Proxy Queen and get one step closer to ending the Three Banners War . . . maybe.

TALK TO COURTIER VINDILWEEN

Head inside the Royal Palace and speak with Courtier Vindilween. She'll request that you speak with three people on her behalf: Sapiarch Tandemen in Alinor, Enigma in Rellenthil, and Justiciar Rolumdel in Lillandril.

SAPIARCH TANDEMEN

Sapiarch Tandemen will request that you acquire items of cultural significance from three non-Altmer living in Alinor.

The three Tandemen are in the center of Alinor. You can steal the items necessary from bags near each of the three, or you can try convincing them to give you the items. Henri Ondare will require payment for his item; Grayscale will need to be intimidated with the Fighters Guild Intimidating Presence skill; Urjurra will need to be persuaded with the Mages Guild Persuasive Will skill.

After acquiring the three items, head back to Sapiarch Tandemen. Speak with Rigurt the Brash, who is sitting next to the Sapiarch, and tell him about the items. He'll ask you what gift he should offer to the Sapiarch. Suggest Dibella's Bosom Night Favor, then tell him to offer the Night Favor and the other cultural items to the Sapiarch.

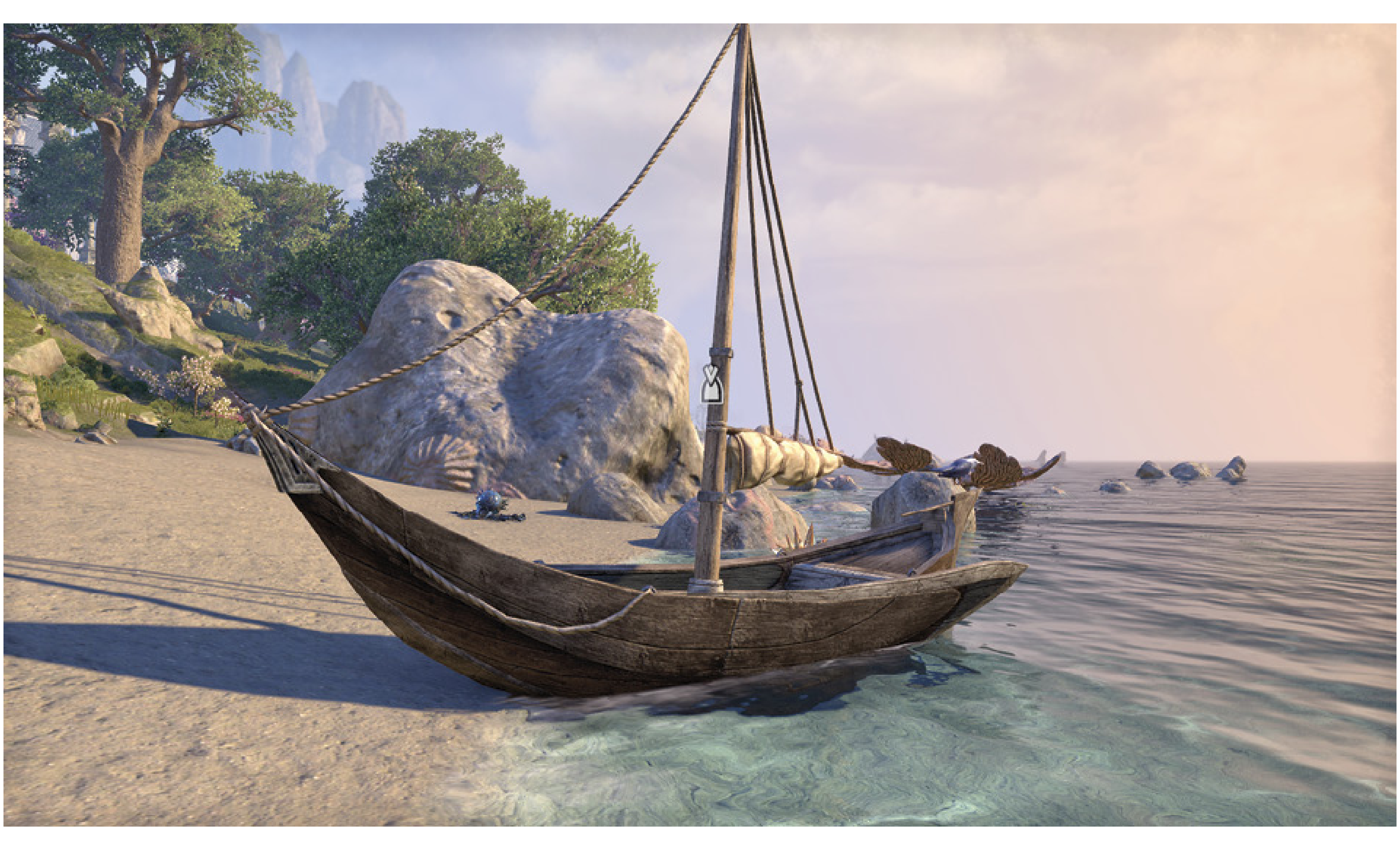
ENIGMA

Head to Rellenthil and speak with Enigma. Once done, turn around and speak with Rigurt the Brash. Suggest that he offer the Essence of Mammoth to Enigma to help inspire her performance.

JUSTICIAR ROLUMDEL

Go to Lillandril on Summerset's west coast. He tells you that he will only offer his favor if you locate the Queen's favorite cup and bowl, which were stolen out of the royal palace.

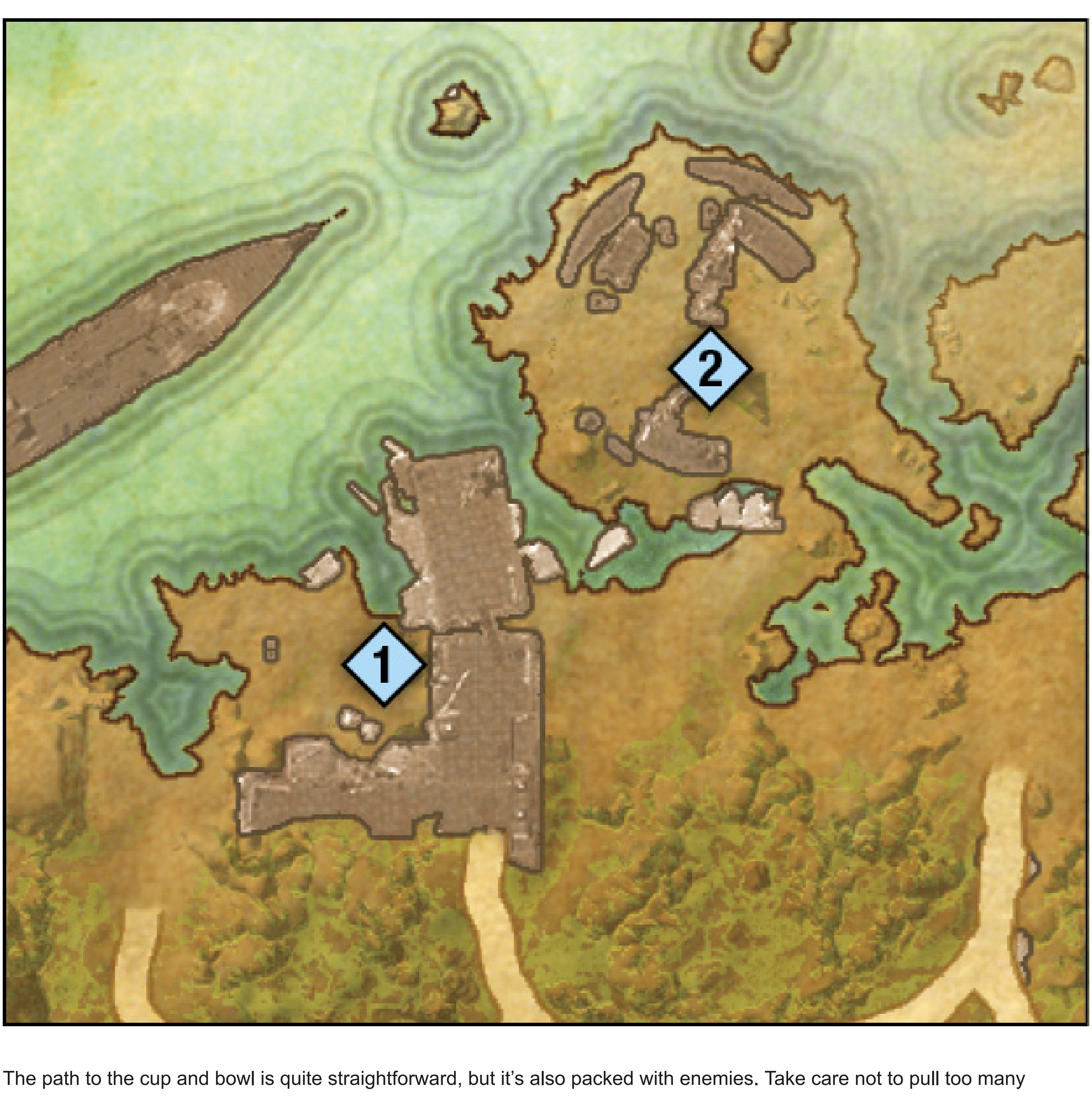
Head to Wasten Coraldale, southeast of Lillandril, to find the cup and bowl. Once you've arrived at the location marked on your map, use the boat to enter Wasten Coraldale proper.



NO TIME TO WASTEN

Wasten Coraldale is a delve, which means it has its own set of quests, a Skyshard, and a delve boss. If you want to finish everything Wasten Coraldale has to offer, flip to the "Delves" section of this book to find out more information.

WASTEN CORALDALE



The path to the cup and bowl is quite straightforward, but it's also packed with enemies. Take care not to pull too many enemies whenever trying to thin the herd, or you'll find yourself vastly outnumbered.

The bowl is in a backpack on the beach below the broken bridge, and the cup is in a backpack in the camp northeast of the bridge. After grabbing both items, leave the way you came in.

Head back to Justiciar Rolumdel and you'll find Rigurt the Brash. Speak with Rigurt and tell him to offer the Justiciar the Depressed Stuffed Goat, then tell him to submit the stolen items along with it.

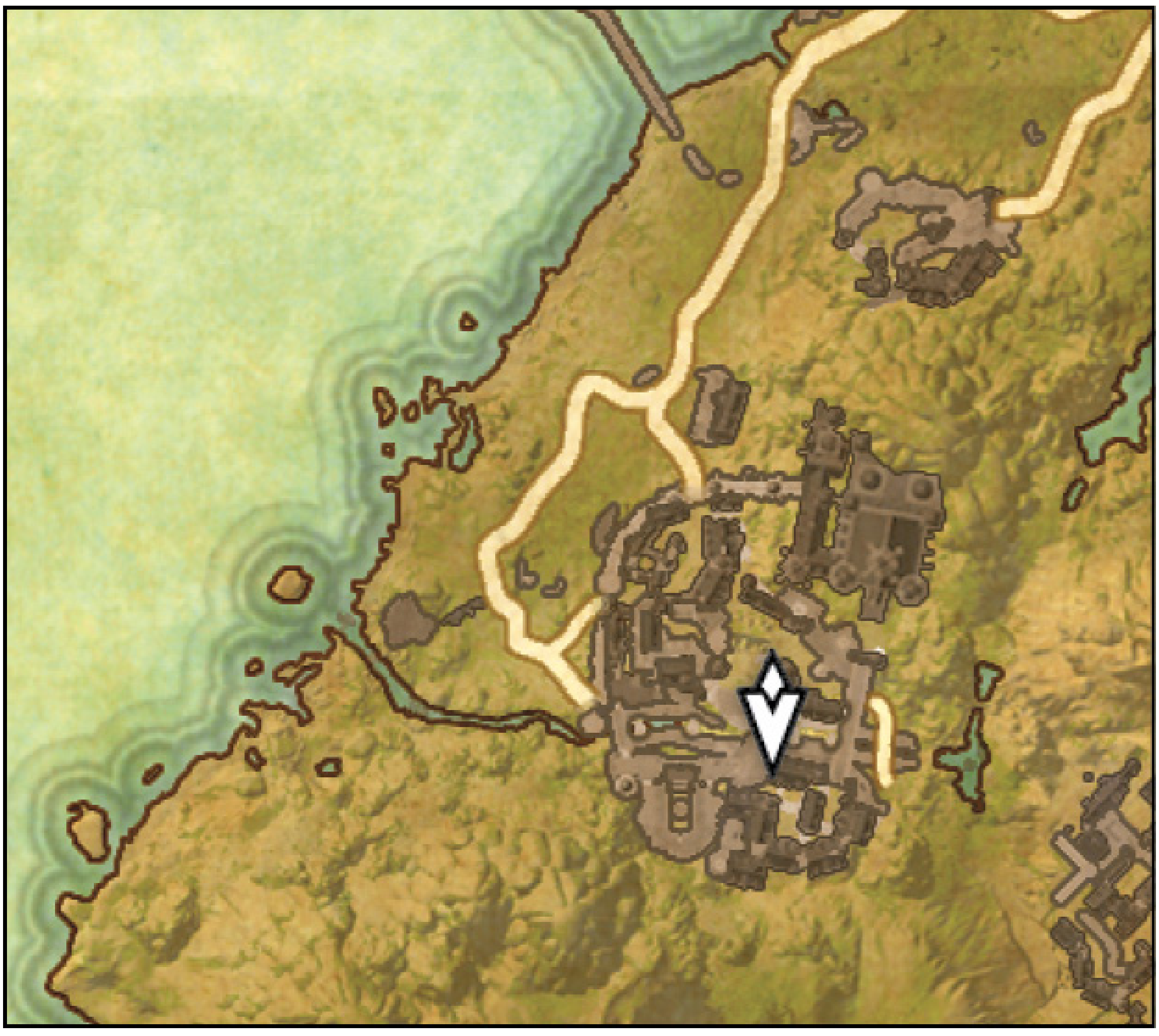
TALK TO COURTIER VINDILWEEN

Head back to Alinor's royal palace and speak with Courtier Vindilween. Talk with both Rigurt and Vindilween back and forth to wrap up the quest.

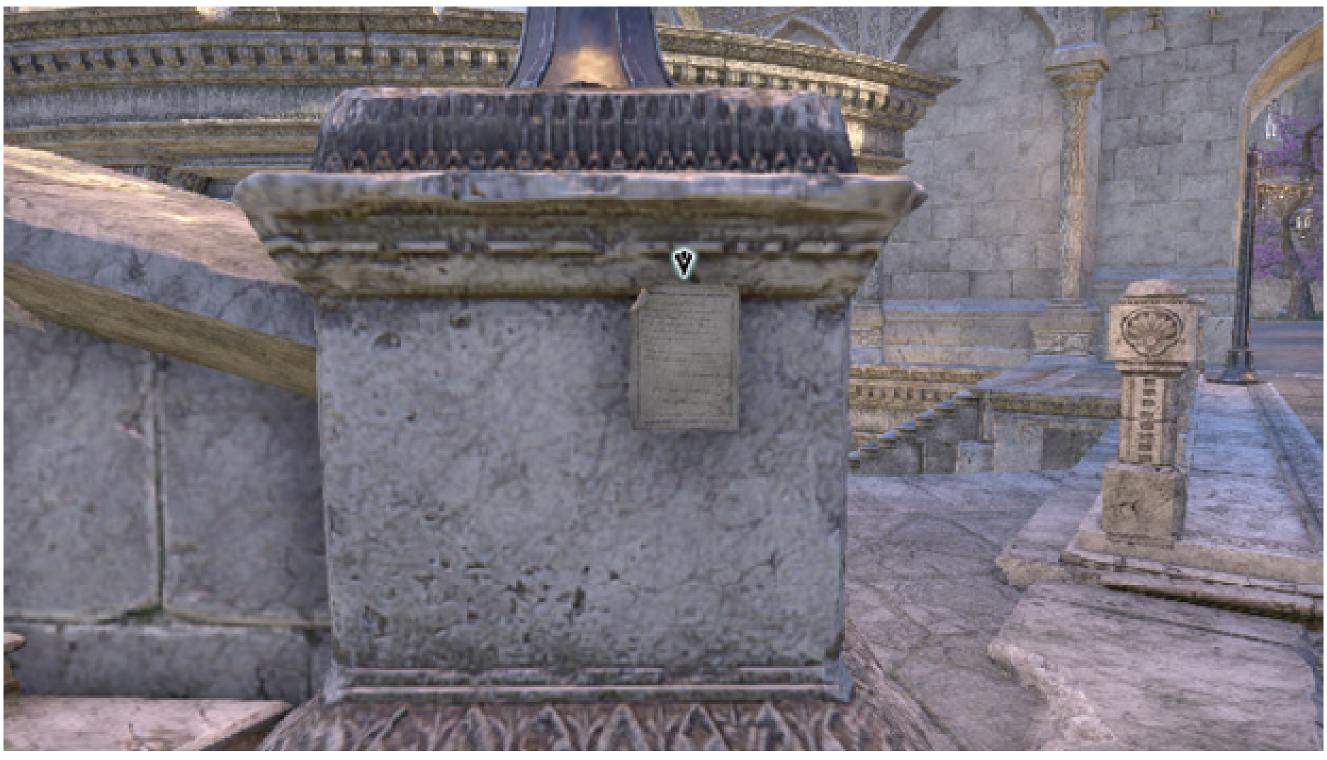
You'll earn a mace, the Club of the Nord Cultural Exchange, for your troubles.

Curinure's Invitation

- **Location:** Across the bridge south of the Alinor Wayshrine



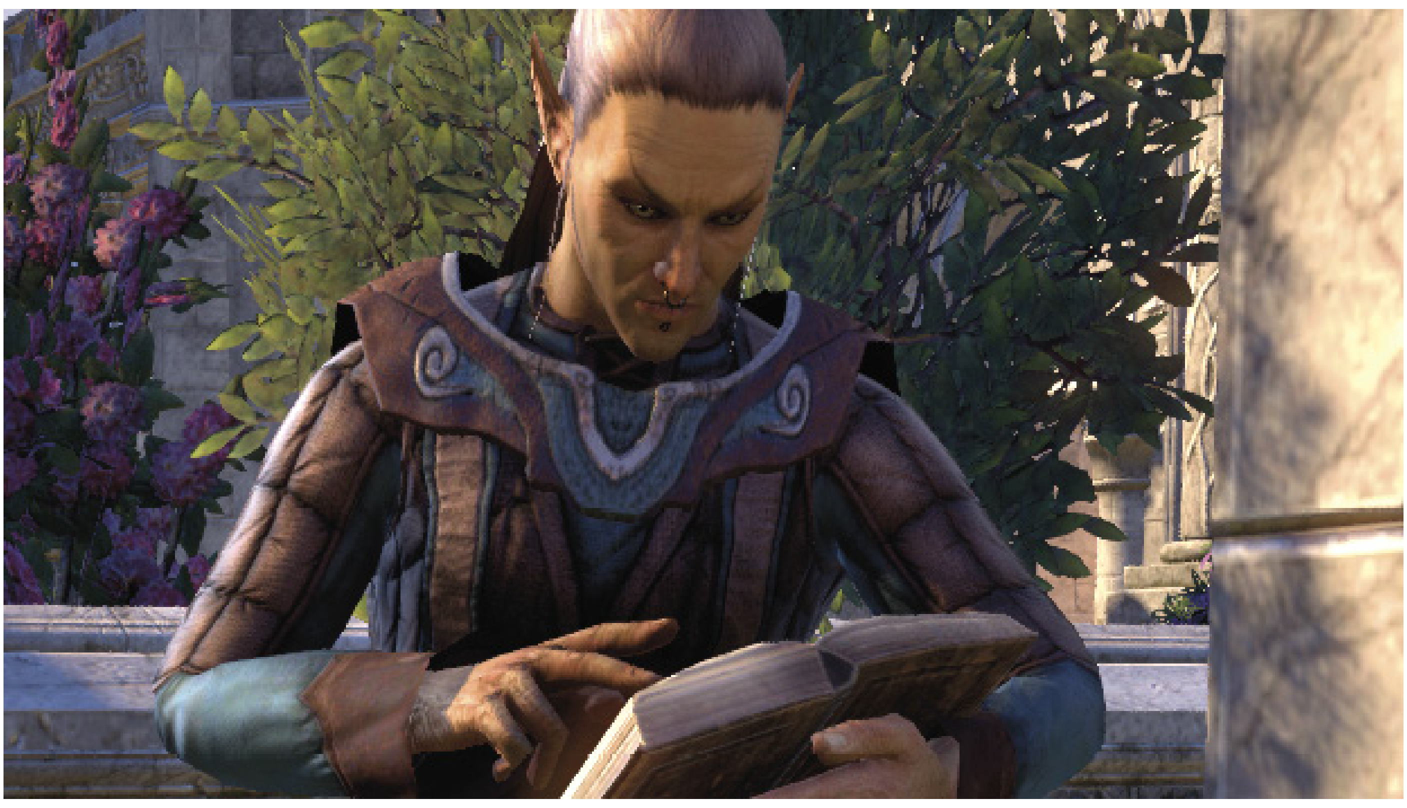
- **Quest-giver:** Curinure or Mages Guild Handbill



Description: Bright, bold, and constantly thirsting for knowledge of the arcane, the members of the Mages Guild pride themselves on a never-ending study of all things magical. If you fancy yourself a spellcaster, then track down Curinure and become part of the prestigious Mages Guild.

TALK TO CURINURE

You'll find Curinure standing in front of the Shimmerene Mages Guild, which is to the left after entering Shimmerene's Gates. Simply agree to join the guild and the Mages Guild skill line will be yours to claim.



NO DO-OVERS

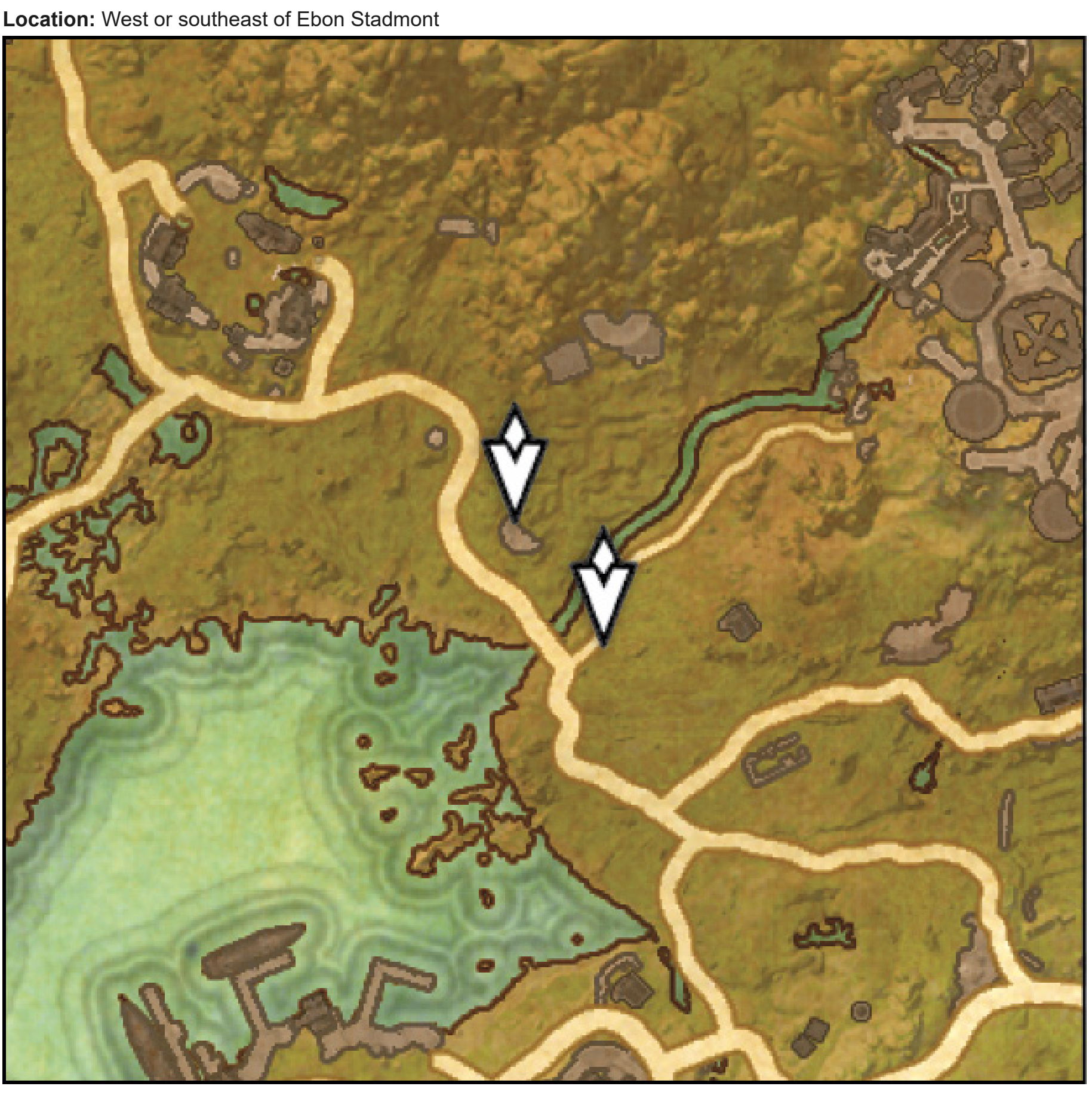
If you've already joined the Fighters Guild in another city, the Mages Guild Handbill won't appear in Alinor.

POWERS OF PERSUASION

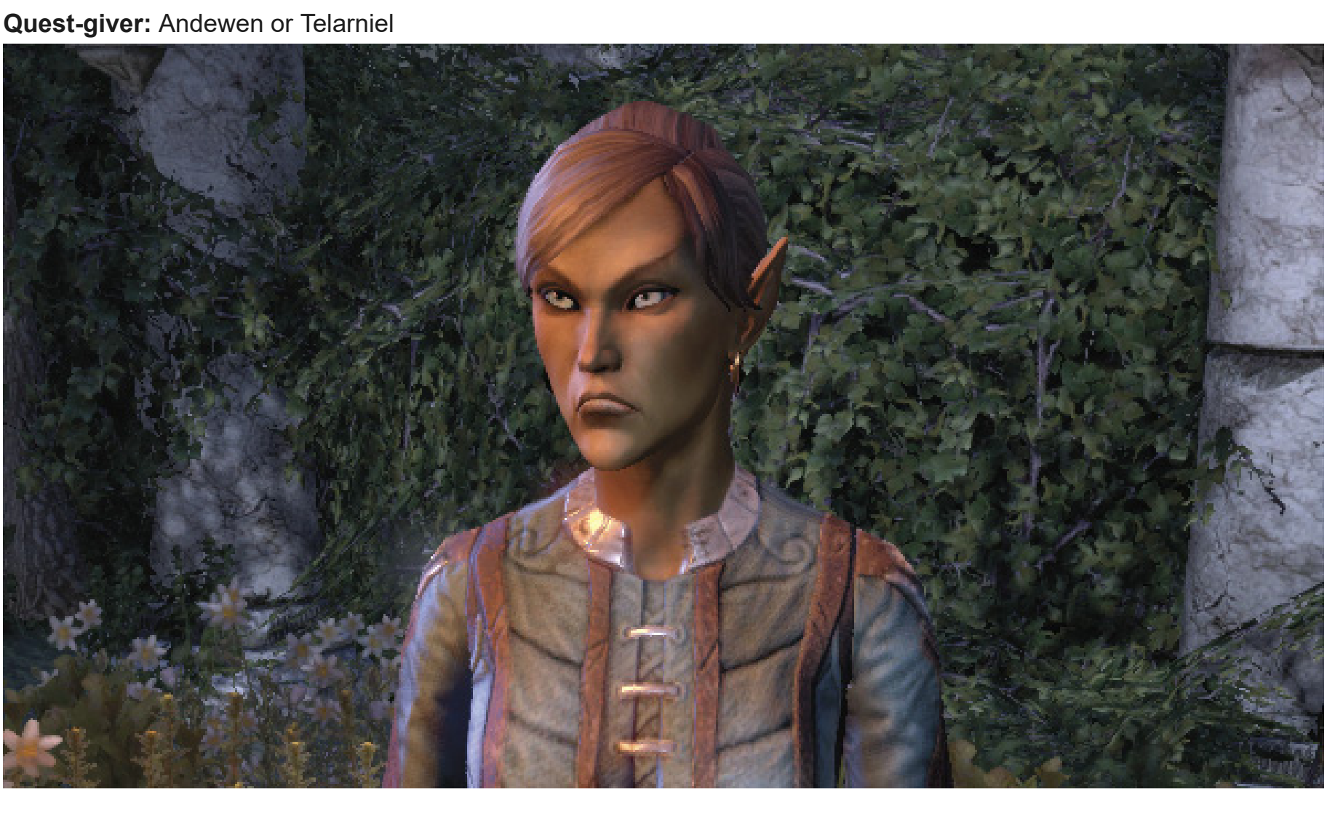
Pursue this quest at your earliest convenience, as it allows you to purchase Persuade.

The Ebon Sanctum

- **Location:** West or southeast of Ebon Stadmont



- **Quest-giver:** Andewen or Telarniel



Description: Andewen needs an escort through the labyrinthine forests of Ebon Stadmont and you're the best option she's got. Help her locate an ancient temple and you may walk out with some extra coin in your pocket. Or perhaps you'll end up hopelessly lost in the twists and turns of the forest. Only one way to find out.

ASSIST ANDEWEN

Enter Ebon Stadmont and go to the Inscribed Stonework. After you examine the stonework, Andewen will do an inspection of her own. While she looks over the writing on the ancient stones, waves of daedra will attack you both. Fight the daedra so Andewen has the time necessary to read the writing.

NOGRIL

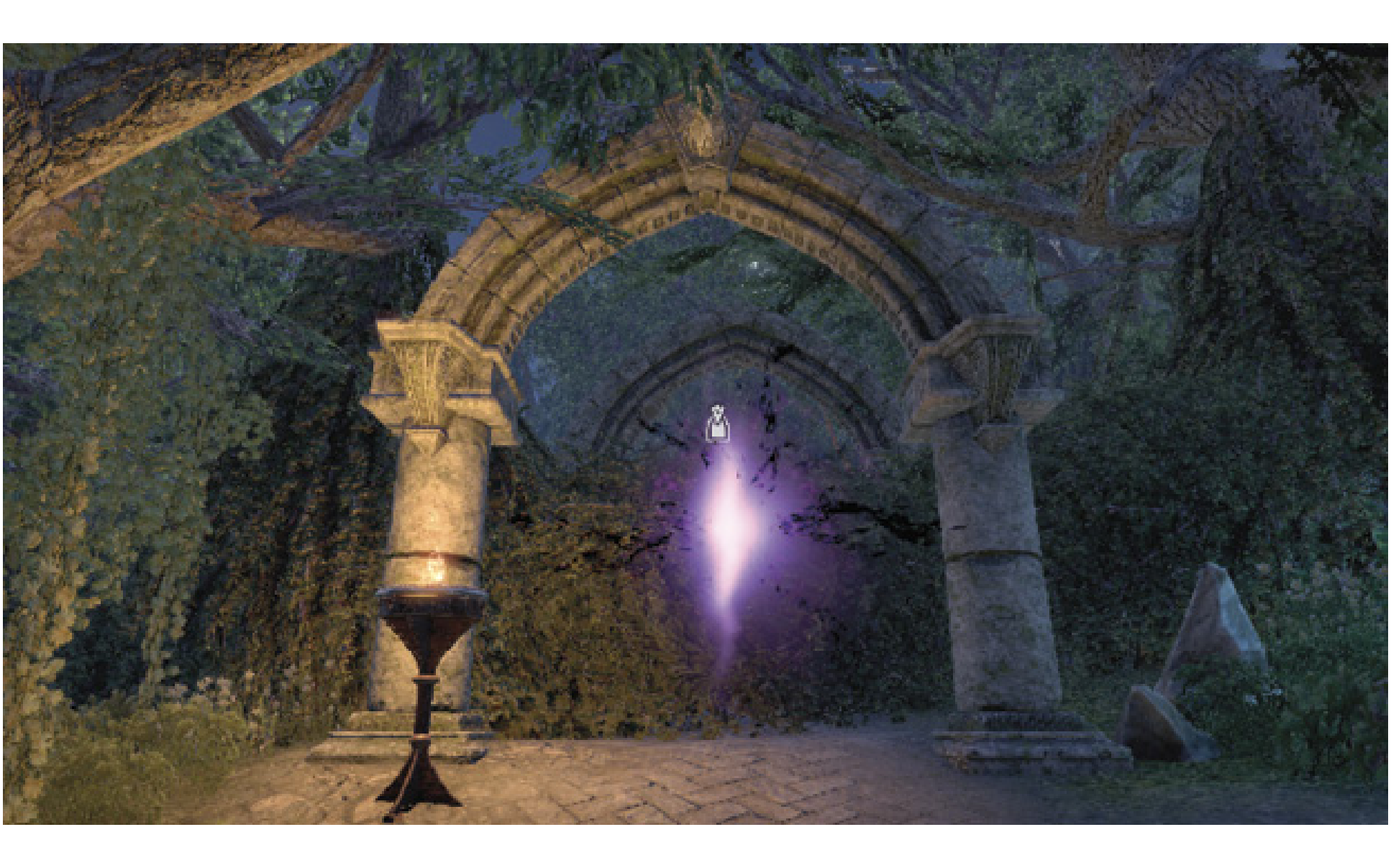
The attack will climax with the appearance of an Ogrim named Nogril. While they aren't the fastest enemy you'll face, Ogrim are notoriously aggressive and have plenty of options for attacking you no matter where you are. To make matters worse, just about every attack Ogrim do has some sort of negative status effect. They'll often throw rocks or charge directly at you, both of which will knock you to the ground. Then they'll perform a stomp attack that has a massive AoE that will put a moving speed debuff on you.

The best way to fight an Ogrim is to block most of its heavier attacks, or avoid it outright if you're certain you can get away. We know, that's basic information for any fight, but in the case of the Ogrim, if you can get your guard up for any of its attacks, you'll negate the negative effects of it hitting you. Play defensively instead of taking risks to knock the Ogrim's health down faster. All it takes is one good hit and all of your efforts will come undone.

FIND THE PATH TO THE RUIN

After defeating Nogril, go northeast to the portal down the path. Pass through the portal, and you and Andewen become separated. You must choose between one of two portals; one will take you to Andewen and the other will boot you out of the forest altogether.

The portal you want is the northwesternmost of the two. You'll know you've picked the correct portal when you hear Andewen call out, "I'm over here!" and you see a blue torch to the right of the portal's archway.



THE NEXT INSCRIPTION

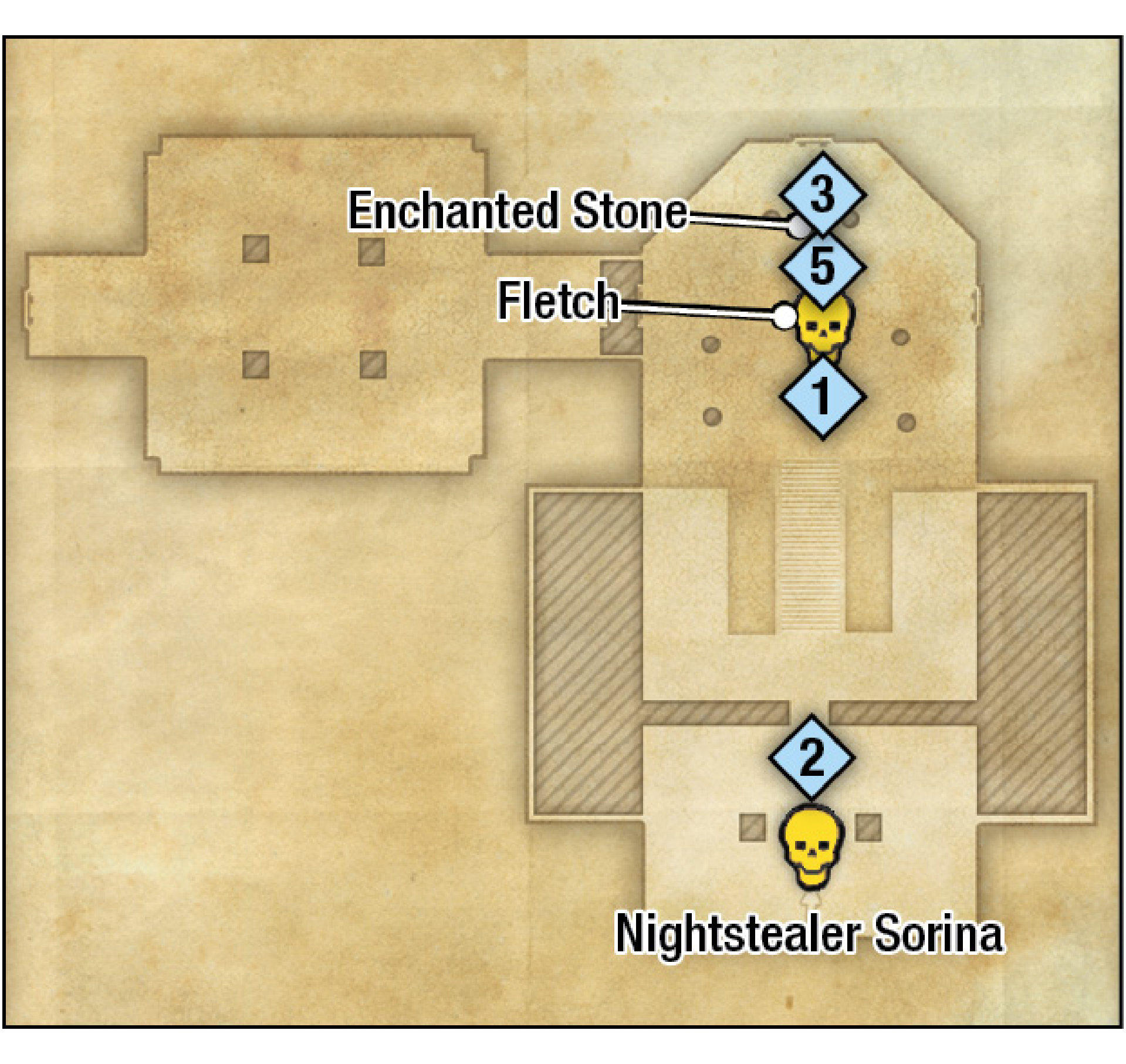
Head down the path a little ways and examine the stone tablet to your right. More daedra will appear while Andewen reads the inscription. The attacks will conclude with the appearance of Nikalia the Beguiling.

NIKALIA THE BEGUILING

Nikalia doesn't have the most complicated attack patterns, focusing mostly on chasing after you and doing basic melee attacks. She does have a slew of debuffs on you like Agony, Blood Craze, and Minor Maim. For the most part, you can use basic attack strategies and manage your health to finish off Nikalia without too much fuss.

Once you defeat Nikalia, Andewen will bolt for the portal in the area's southwest side. Follow her through the portal, then head to the north end of the following area to find Andewen's much-coveted ruins.

EBON SANCTUM



After entering the ruins, head north and read the note in the center of the room ahead. Inspect the Enchanted Stone, then enter the door on the room's north side. Head up the stairs in the next room and you'll find Nightstealer Sorina.

NIGHTSTEALER SORINA

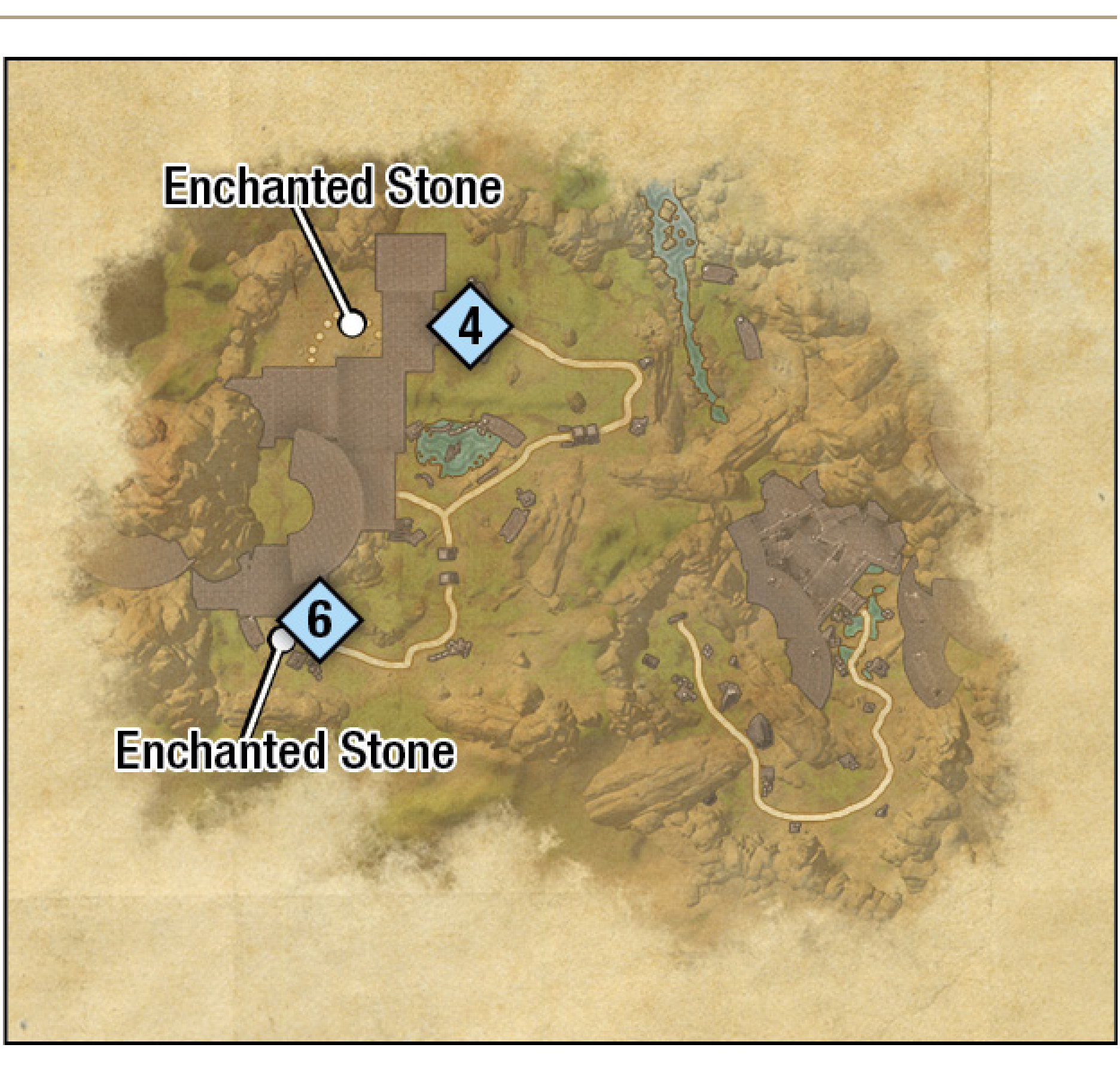
Sorina, like the other elite enemies you've faced in Ebon Stadmont, doesn't have much in the way of complex attacks and abilities, but she does have a flexible range of attack. If she's close, she'll attack with her sword, but if she's far, she can lob dark energy balls your way.

Still, using basic attack strategies is more than enough to get through this fight relatively unscathed.

HELP ANDEWEN HEAL FLETCH

Once you defeat Sorina, head back downstairs and assist Andewen by bandaging Fletch, who is lying on the ground in front of her. Speak with Fletch once he's conscious, then go through the door on the room's east side.

EBON SANCTUM GARDEN



Once inside the Ebon Sanctum Garden, speak with Maestro Forte. He'll task you with inspecting another Enchanted Stone. To reach it, first head east along the path and go through the door to the Northern Path.

Continue following the path around the bend and eventually come to the next Enchanted Stone. Inspect the stone, then speak with Andewen. Once finished, head through the door to the west of the Enchanted Stone. Speak with Andewen again, and go through the southern door.

FOLLOW FLETCH

This next room features two Hungers waiting to attack. Thankfully you can completely avoid them if you sneak and move along the room's left side. If you do get spotted, don't panic! Draw the Hunger away from its cohort and battle with it alone. If you draw the attention of both Hungers, you'll be in a lot of trouble.

FLETCH

Fletch is almost entirely a range-based fighter. He'll fire arrows into the air, which will rain down and start small fires wherever they land. So long as you're watching the ground, you shouldn't have a difficult time avoiding this attack.

Fletch can also perform two different attacks with conal AoEs. The first one appears to be short-ranged, but as soon as he fires, the AoE circles will split and race across the ground. The circles are rather large, so unless you can get behind or to the side of Fletch immediately, back up as far as you can and move between the AoEs.

The second conal attack has an impressively long range but is easily avoided if you're not standing in the AoE. Fletch will draw his bowstring and let loose a flurry of arrows that strictly stay within the boundaries of the AoE.

Generally speaking, staying near Fletch is a good strategy. The only time you really need to back away from him is if he fires arrows into the air. His other attacks are easily avoided if you're near him and he doesn't have any melee attacks to answer with.

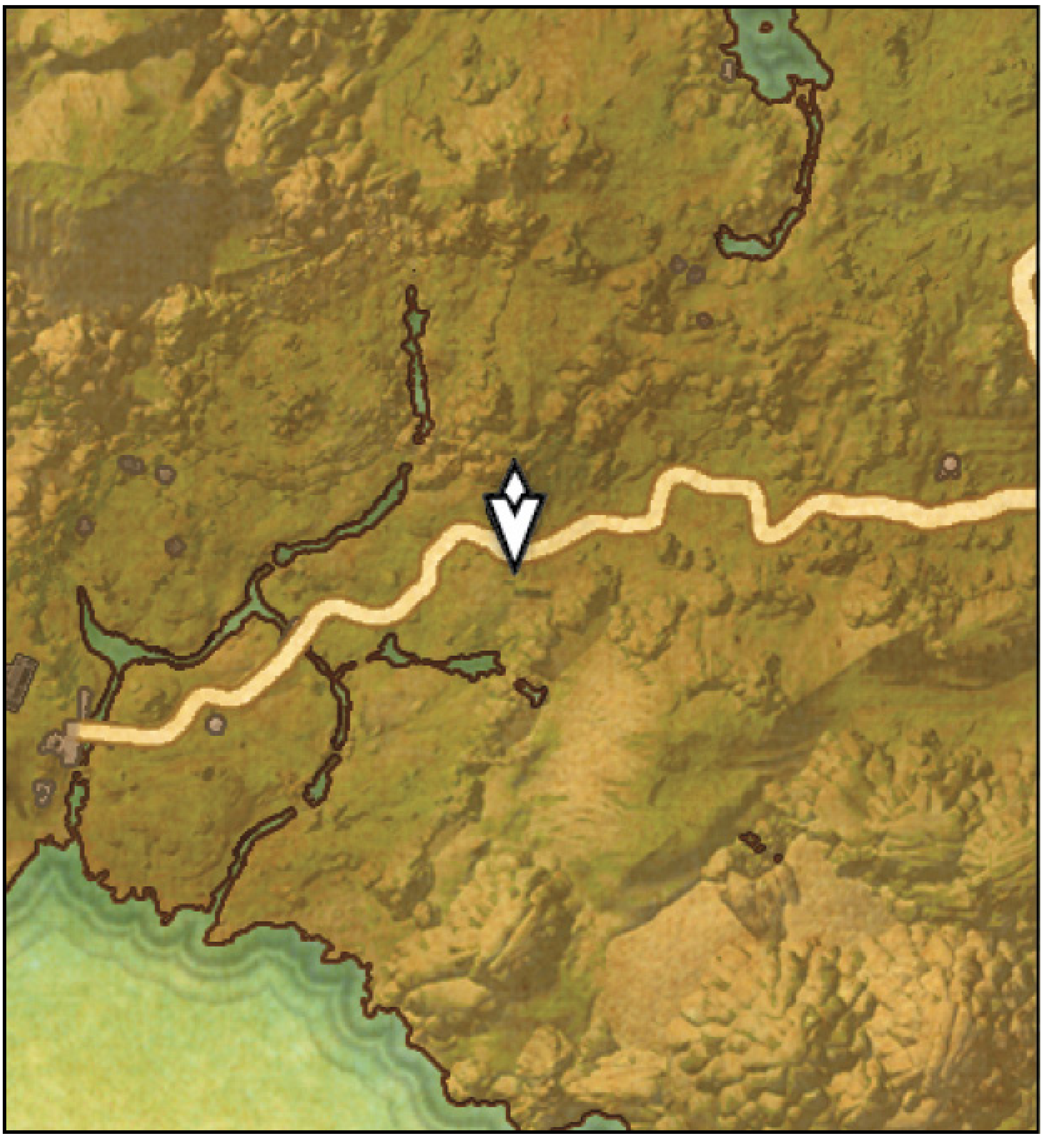
ACTIVATE THE SOUTHERN STONE

After you lay Fletch low, go through the eastern door once more, then head through the south door to the southern path. You'll find the southern Enchanted Stone on the west side of this area.

Head through the nearby door to reenter the temple. You'll find Fletch ahead. Speak with him, then exit the temple and talk to a certain someone to conclude the quest. You'll earn Reverie's Trick Bow as a reward for your help.

The Forest Vandal

- **Location:** On the south side of Summerset, just west of Alaxon'ald

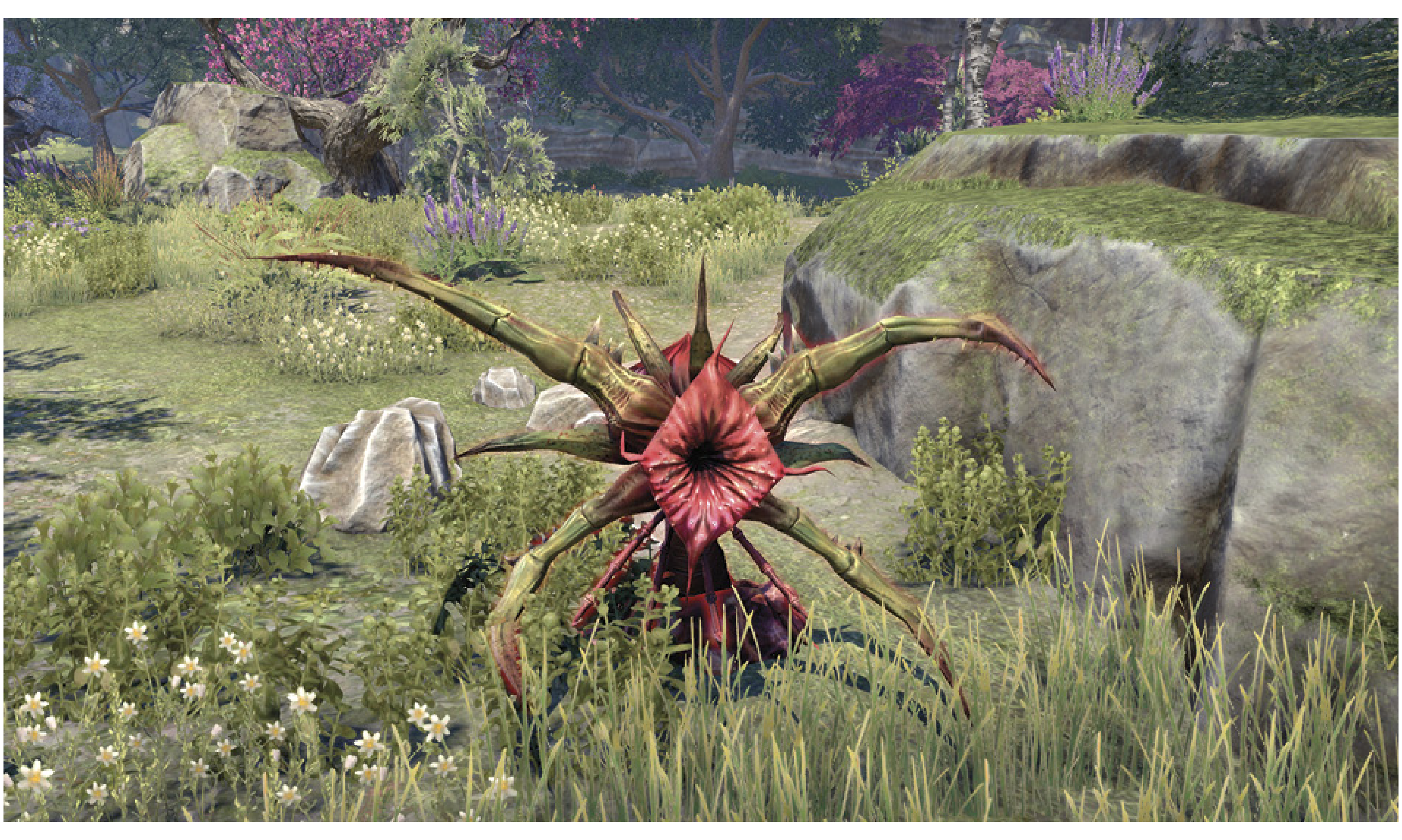


- **Quest-giver:** Vinafwe

Description: Vinafwe's Summerset-renowned garden has a bit of a Strangler problem and she's convinced it's the garden-hating Eslion who has planted the dangerous, hostile weeds in the area. Destroy the Stranglers and prove Eslion is behind the infestation to put an end to it once and for all.

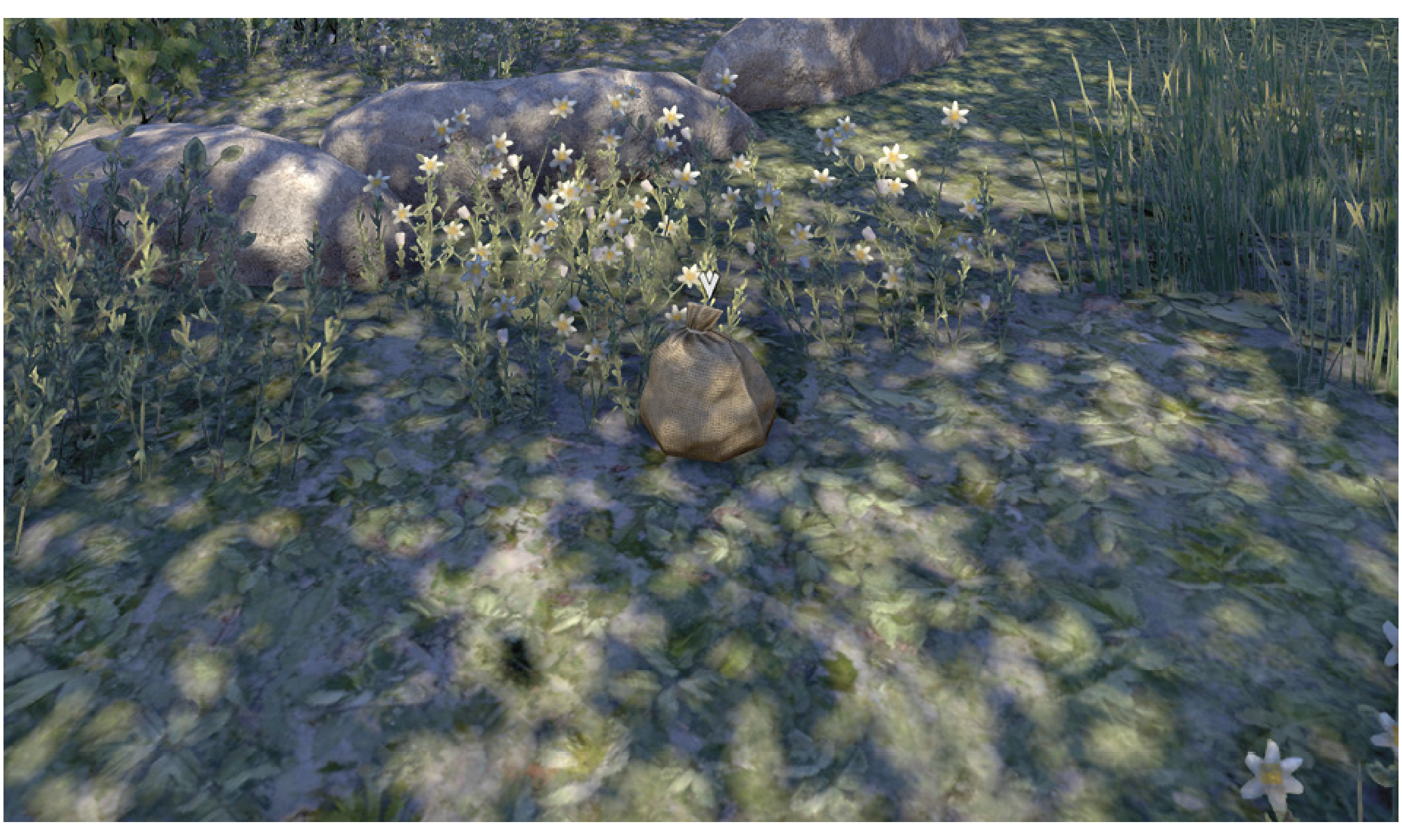
INVESTIGATE THE FIRST ARRANGEMENT

Head west to find the first arrangement. There's a Strangler sitting right by it, but you may not notice it right away. Stranglers start out as big, red buds that protrude from the ground. They aren't hard to kill by any measure, but they can get some sneaky attacks in if you don't see them while wandering around these woods. Defeat the Strangler, then grab the shovel in the first arrangement.



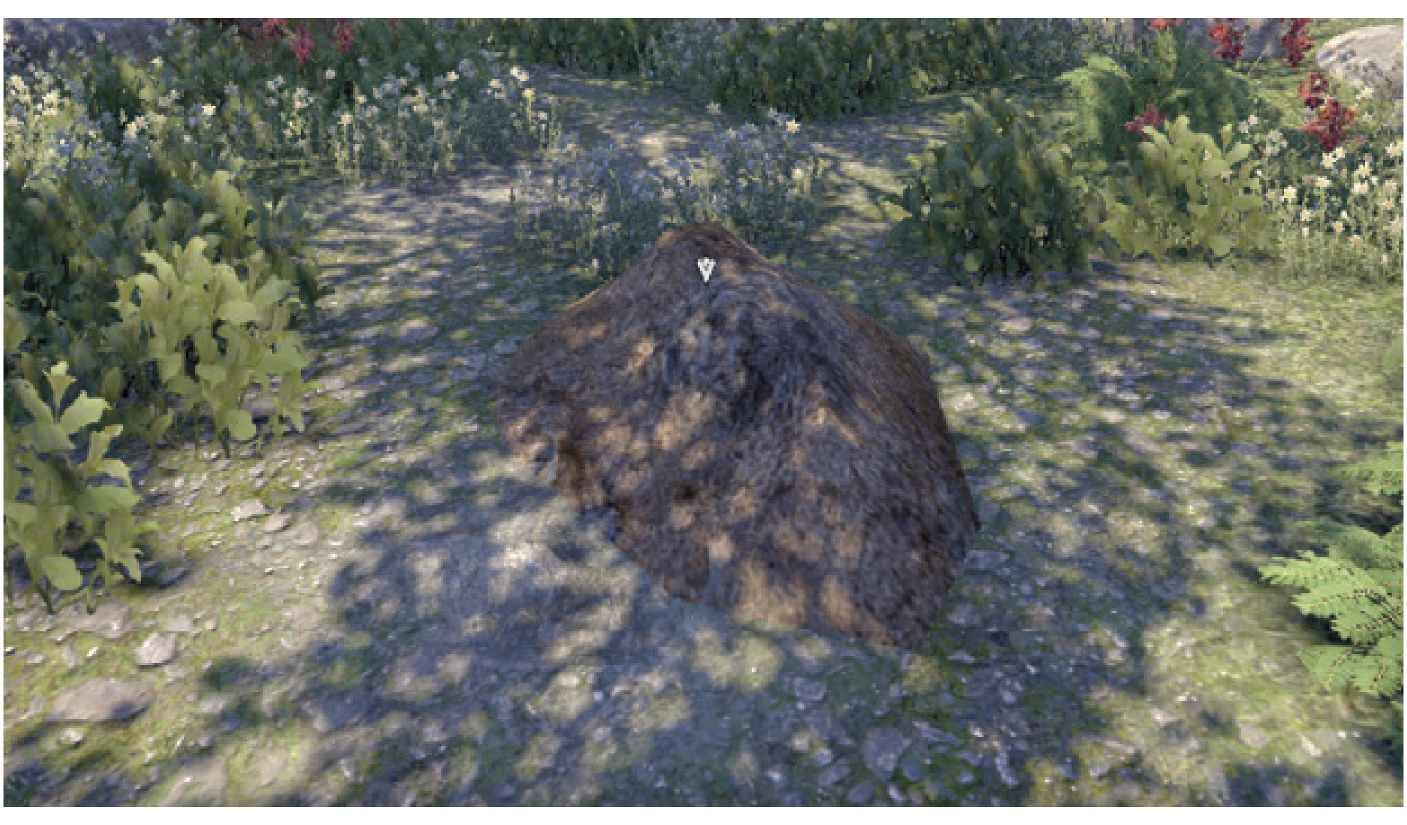
INVESTIGATE THE SECOND ARRANGEMENT

Head to the second arrangement and inspect the Bear-Hide Pouch on the ground. Grab the pouch, then go east to the third arrangement.



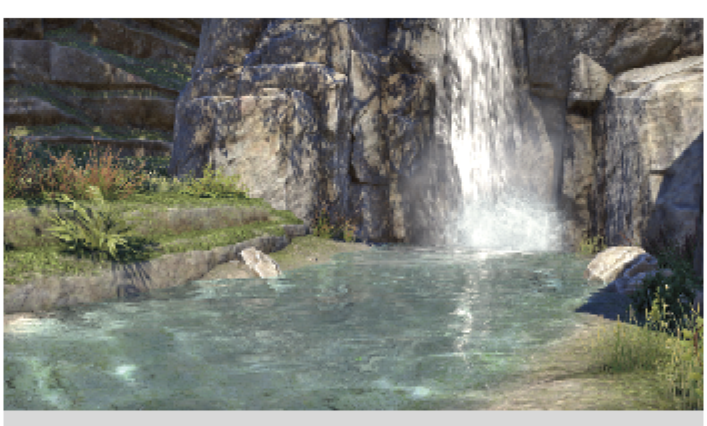
INVESTIGATE THE THIRD ARRANGEMENT

Inspect the recently disturbed soil upon arriving at the third arrangement. Digging up the pile will uproot a hidden Strangler, which will be none too happy about being disturbed. Kill the Strangler, then speak with Eslion.

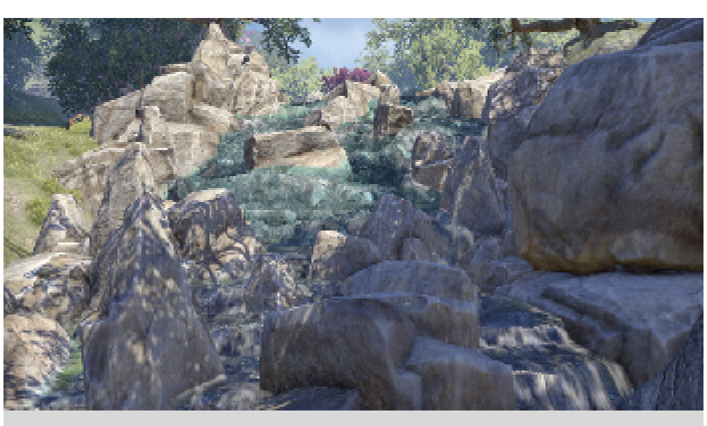


VISIT THE FOUR WATER SOURCES

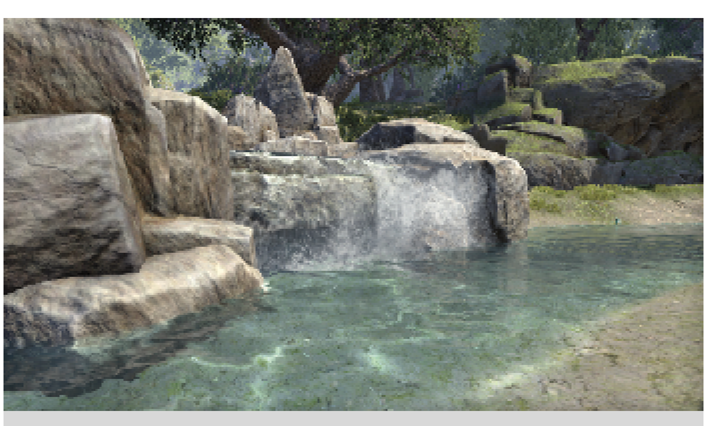
You'll need to visit four water sources surrounding the area. The order you choose to visit them is entirely up to you.



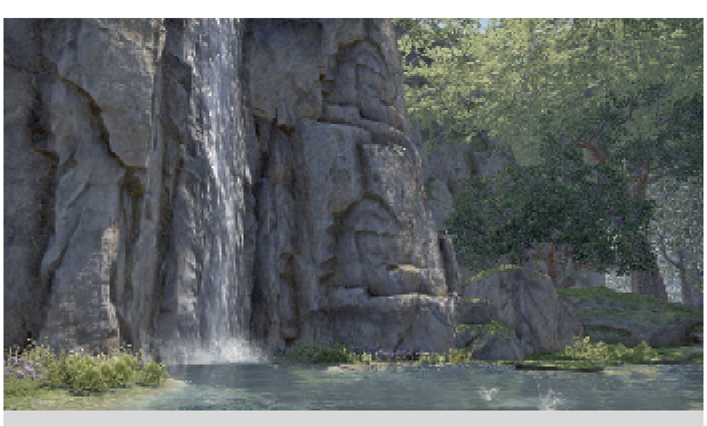
The northern source.



The western source.



The source nearest the center of all the other water sources.



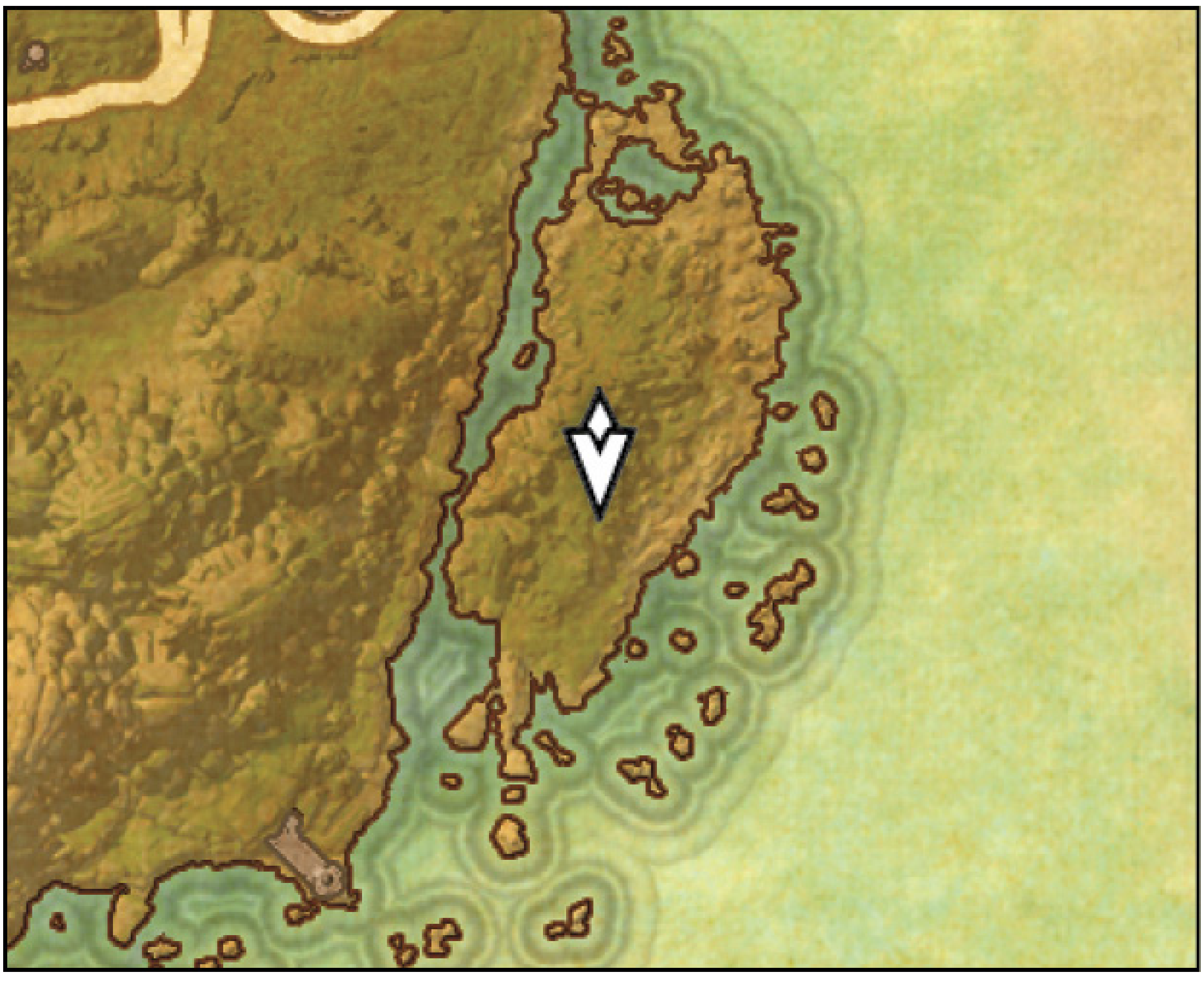
The easternmost source.

RETURN TO VINAFWE

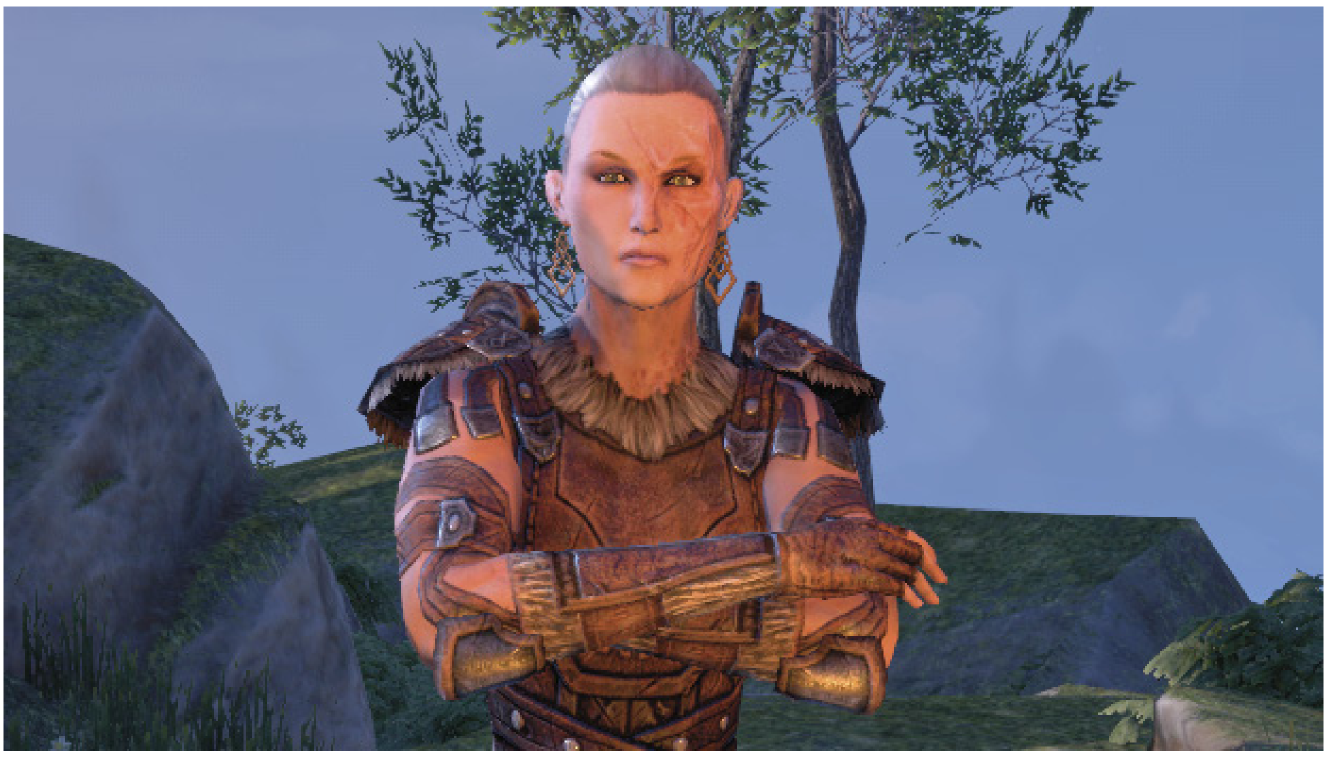
When you return to Vinafwe, you'll find Eslion there. Speak with him. You can side with Eslion or stand against him; the choice is yours. Speak to Justiciar Oradel to wrap up the quest. You'll earn Green Gardener's Booties for your help in solving this conflict.

Gjadil's Legacy

- **Location:** On the southeast island of Summerset, south of the Sil-var-woad Abyssal Geyser.

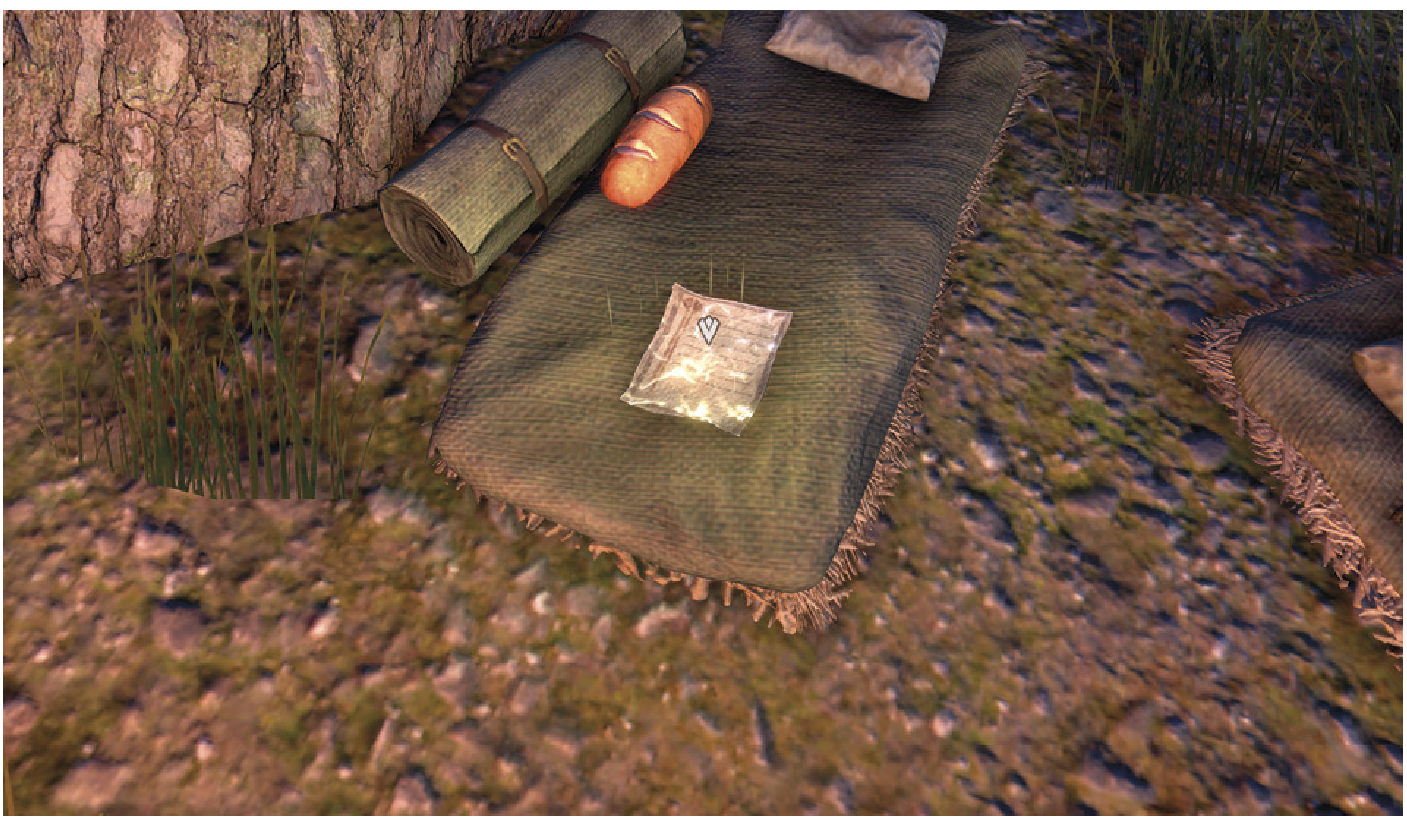


- **Quest-giver:** Igeke Rat-Bite

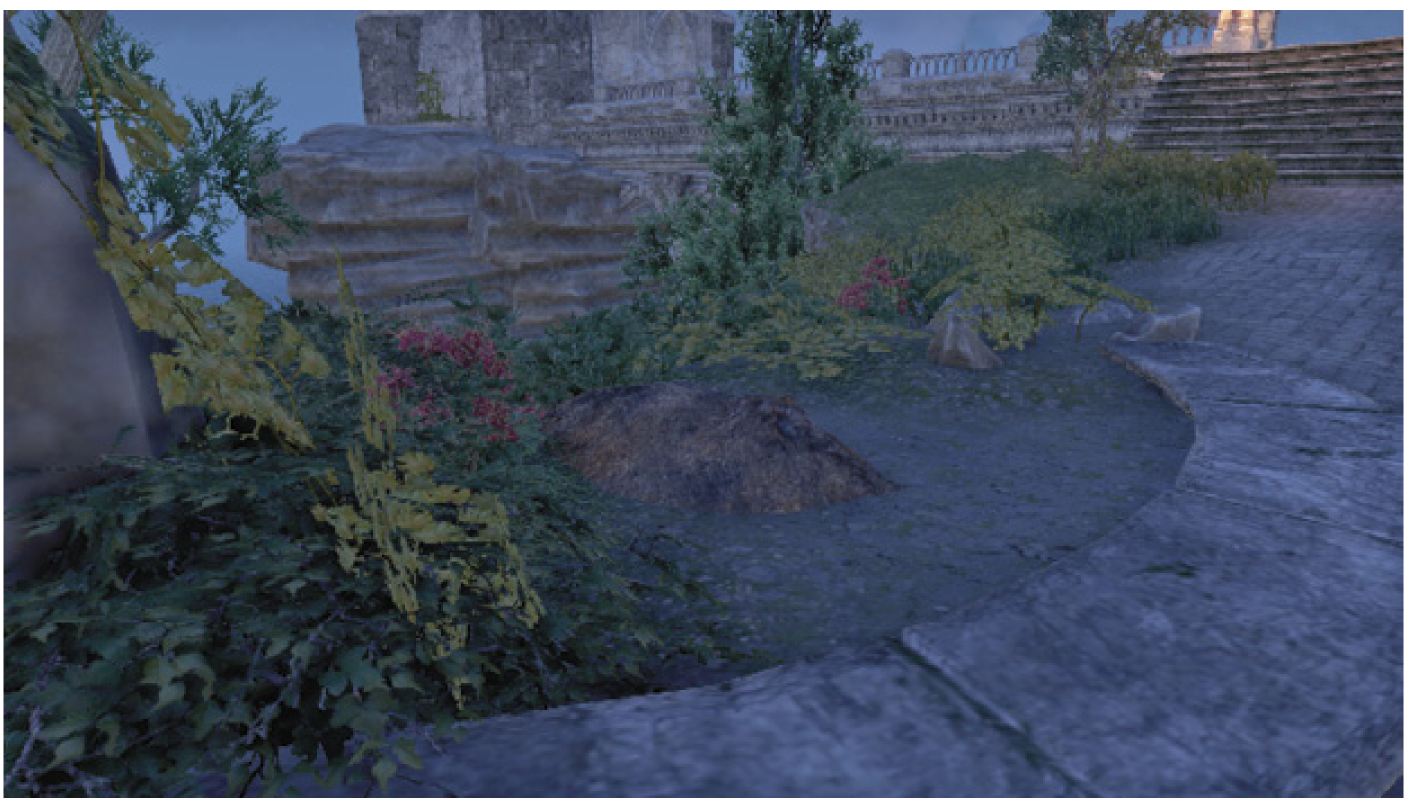


Description: There's a murderer in the midst of Igeke's band of treasure hunters and she's not budging until they've been unmasked. She's asked you to grab the treasure on her behalf so she can keep her eyes on her supposed cohorts. Oh, and if you've got any inclinations to take the treasure for yourself, tough luck; it will only open with the blood of one of these three. Find it for her and there might be a little tip in it for you.

EXAMINE GJADIL'S TREASURE MAP

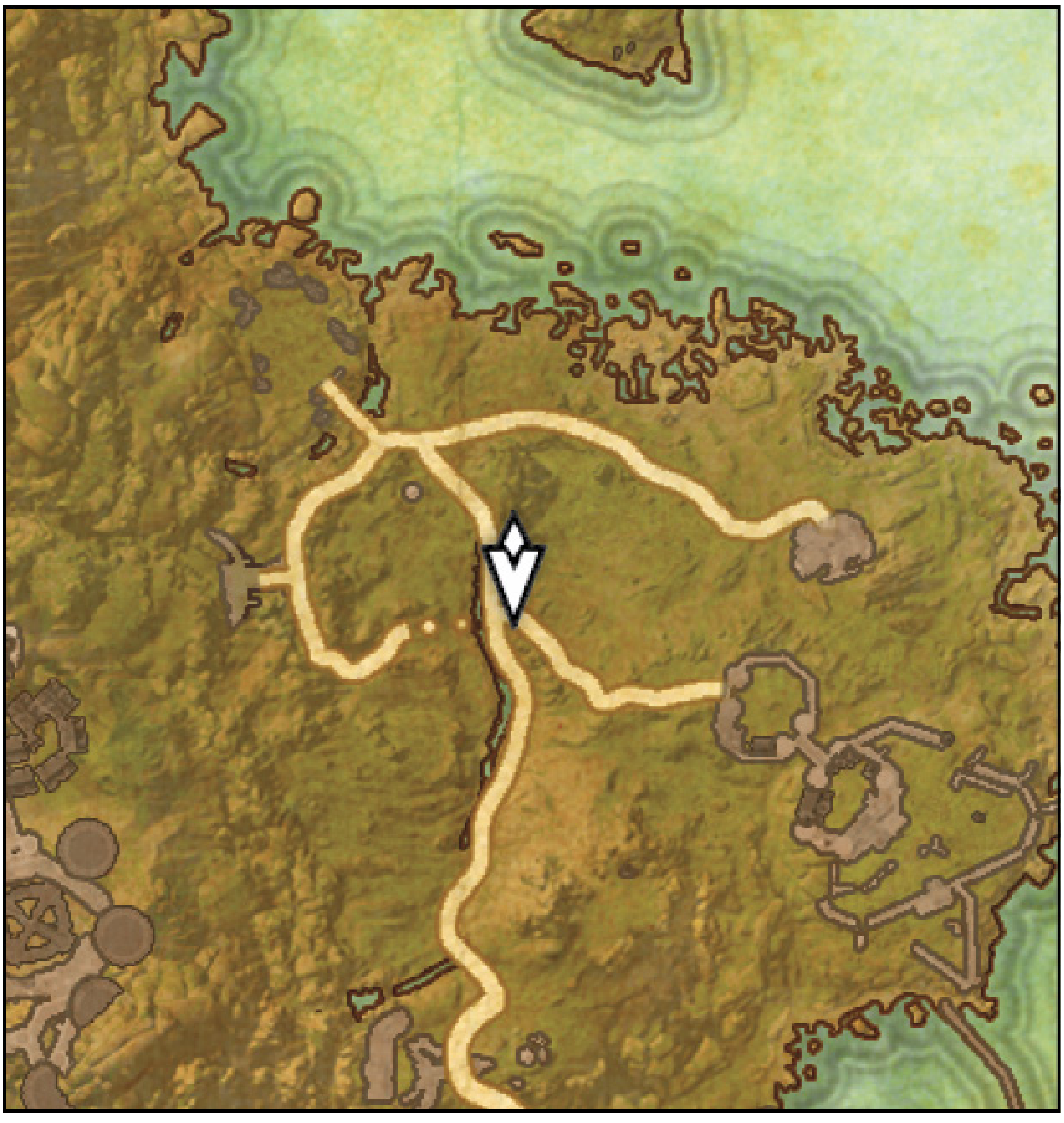


Inspect the map lying on the bed mat, then head southwest. Take the path leading to the Dusk Keep bridge and keep your eyes on the left side of the path. You'll find a dirt mound there. Dig it to find Gjadil's Treasure Chest. Now take the chest back to Igeke. You'll earn Gjadil's Treasured Waist Strap as a reward for your help.

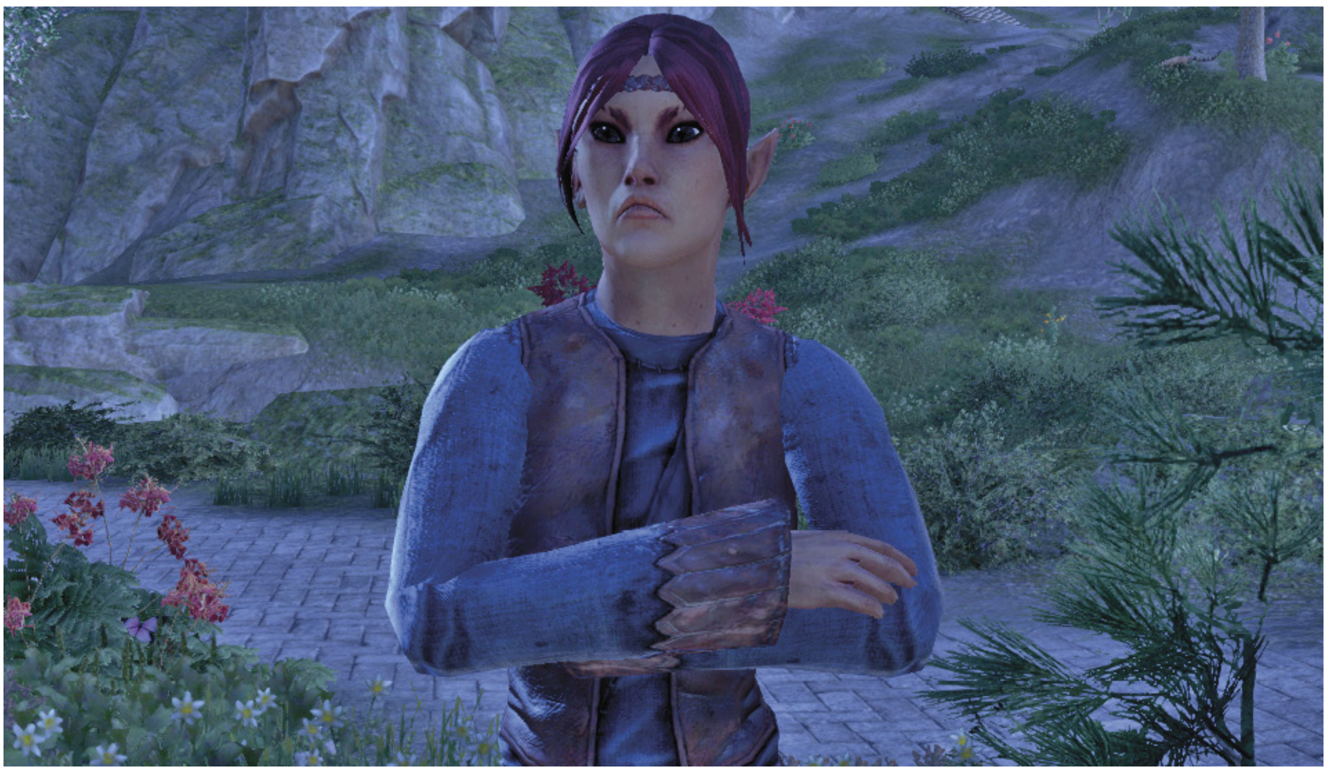


Gryphon Grievance

- **Location:** On the road south of the King's Haven Pass Wayshrine

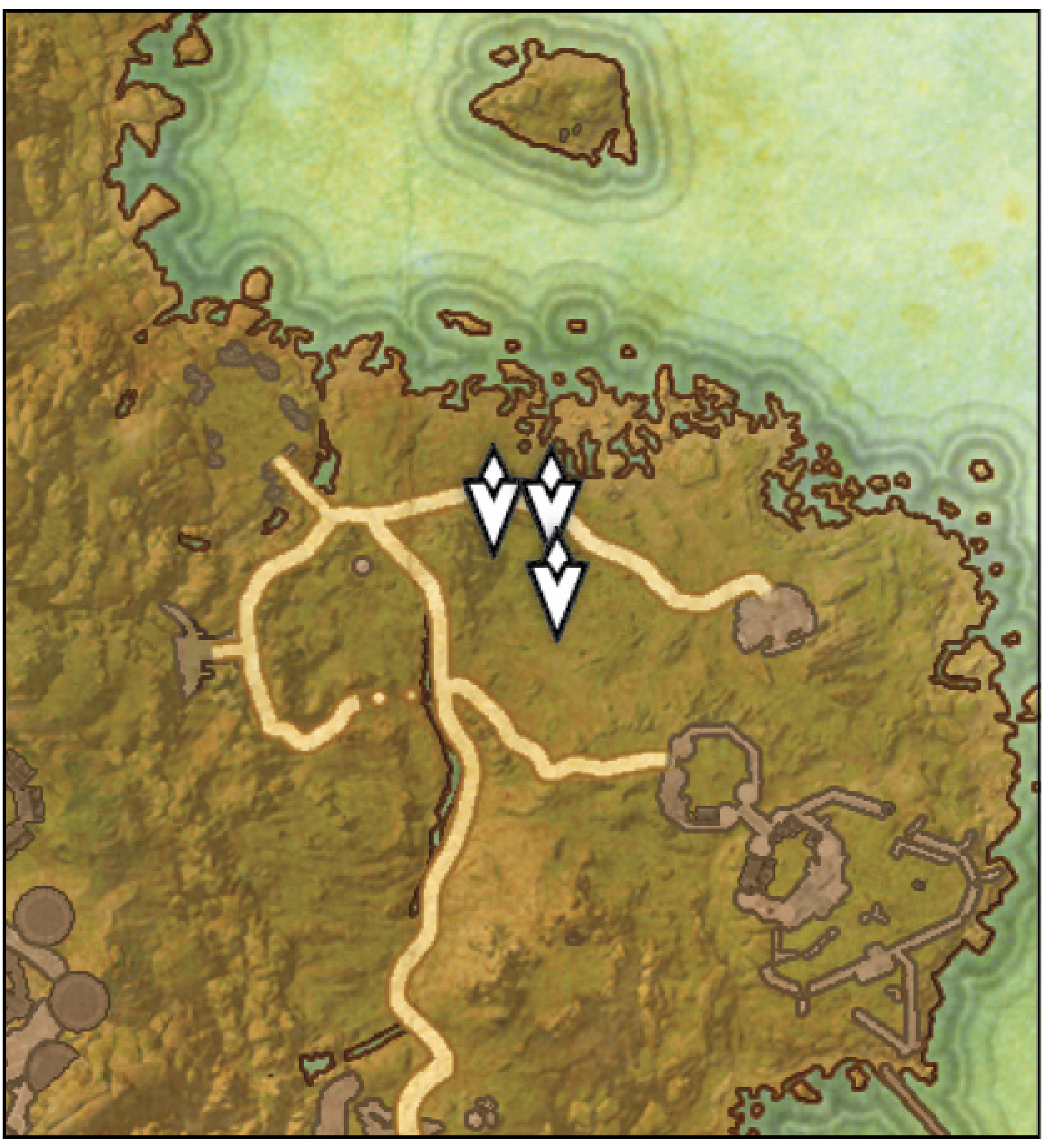


- **Quest-giver:** Miranrel



Description: Miranrel has lost her friends in Gryphon territory and she's in desperate need of help from an able fighter. Help her find her lost friends and survive wading through gryphon nesting grounds and you might just see a reward for your efforts.

FIND MIRANREL'S COMPANIONS

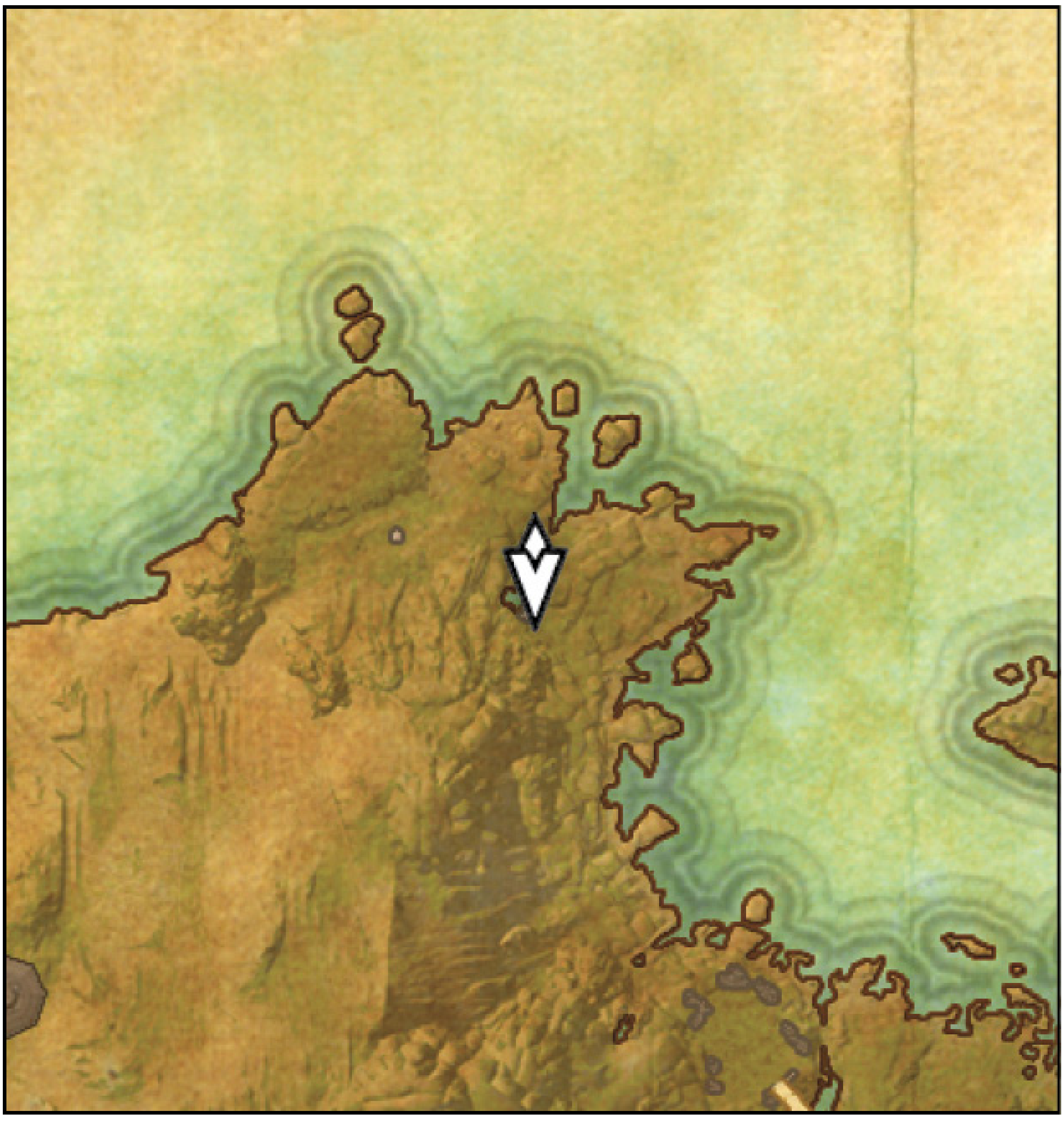


This place is packed with gryphons. You can fight your way through each and every one of them, but it is much easier and safer to simply sneak around all of them. They won't attack you unless you're particularly close, so keep your distance and you'll be fine.

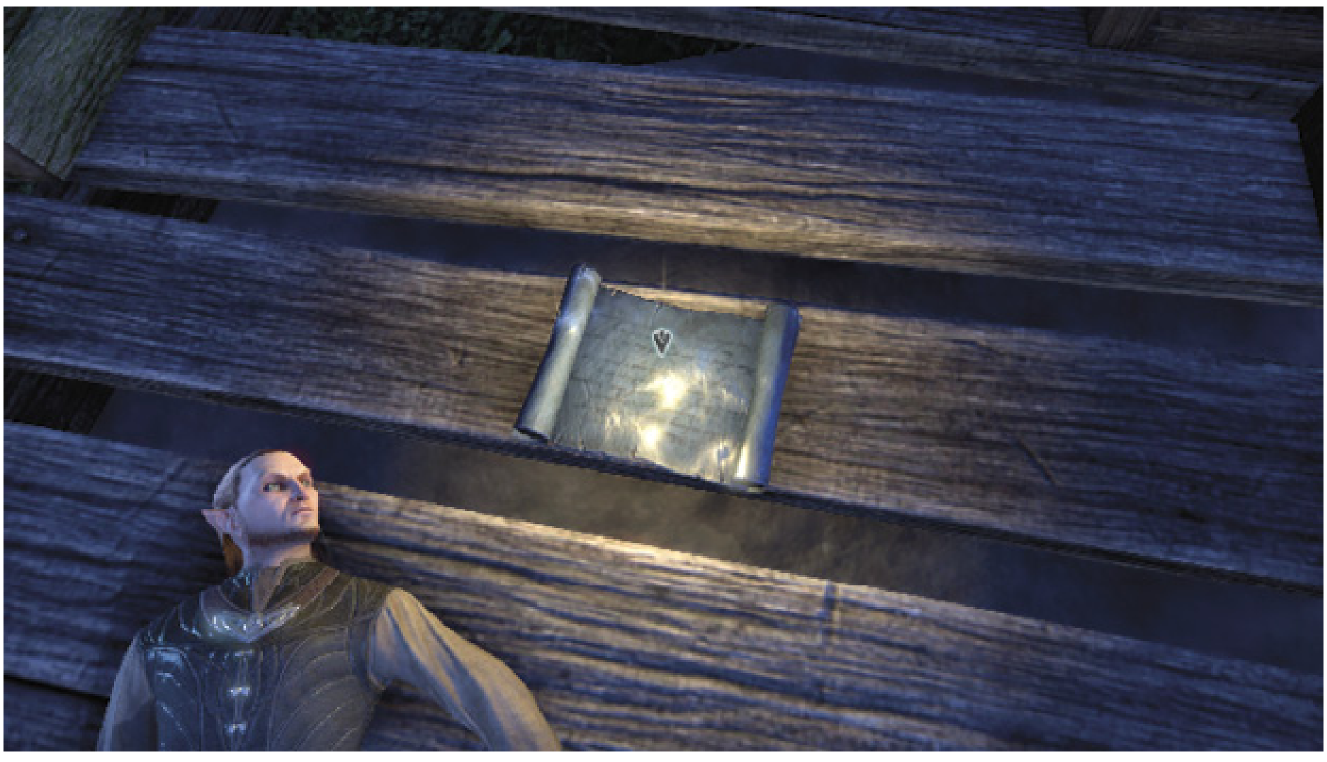
You'll find Miranrel's first companion a short way through the woods from where you met Miranrel. Inspect him, then head northwest to find the other two. Gwinolas is near the northeast side of the circle sitting on a cliff. Head west from Gwinolas, taking extreme care not to aggravate the nearby gryphon. Enter the shallow overhang to find Ethodan. Speak with him, then head to the King's Haven Pass Wayshrine to the west and speak with Miranrel to complete the quest.

His Final Gift

- **Location:** Near the northern tip of Summerset, just east of the Veyond Wyte Wayshrine



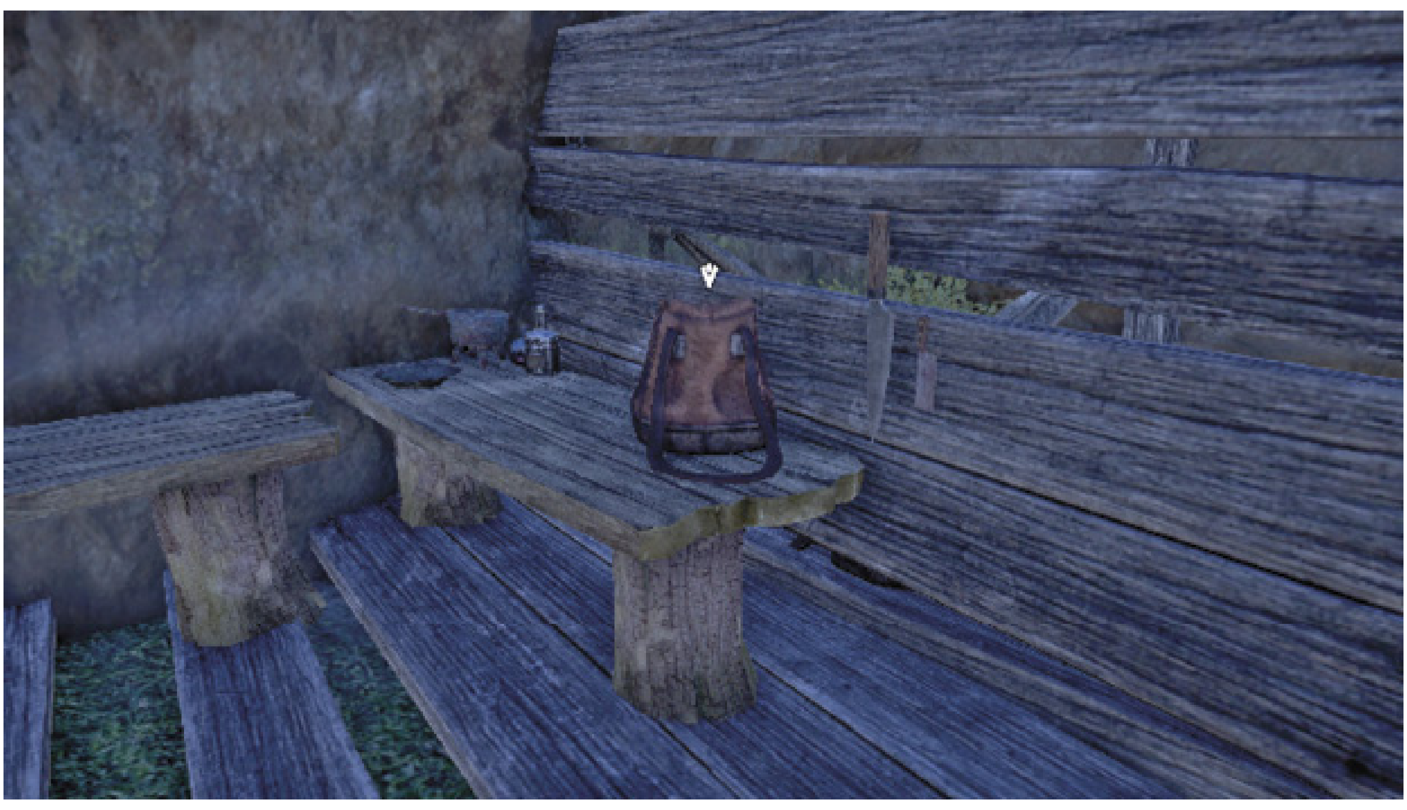
- **Quest-giver:** Nafarion's Note



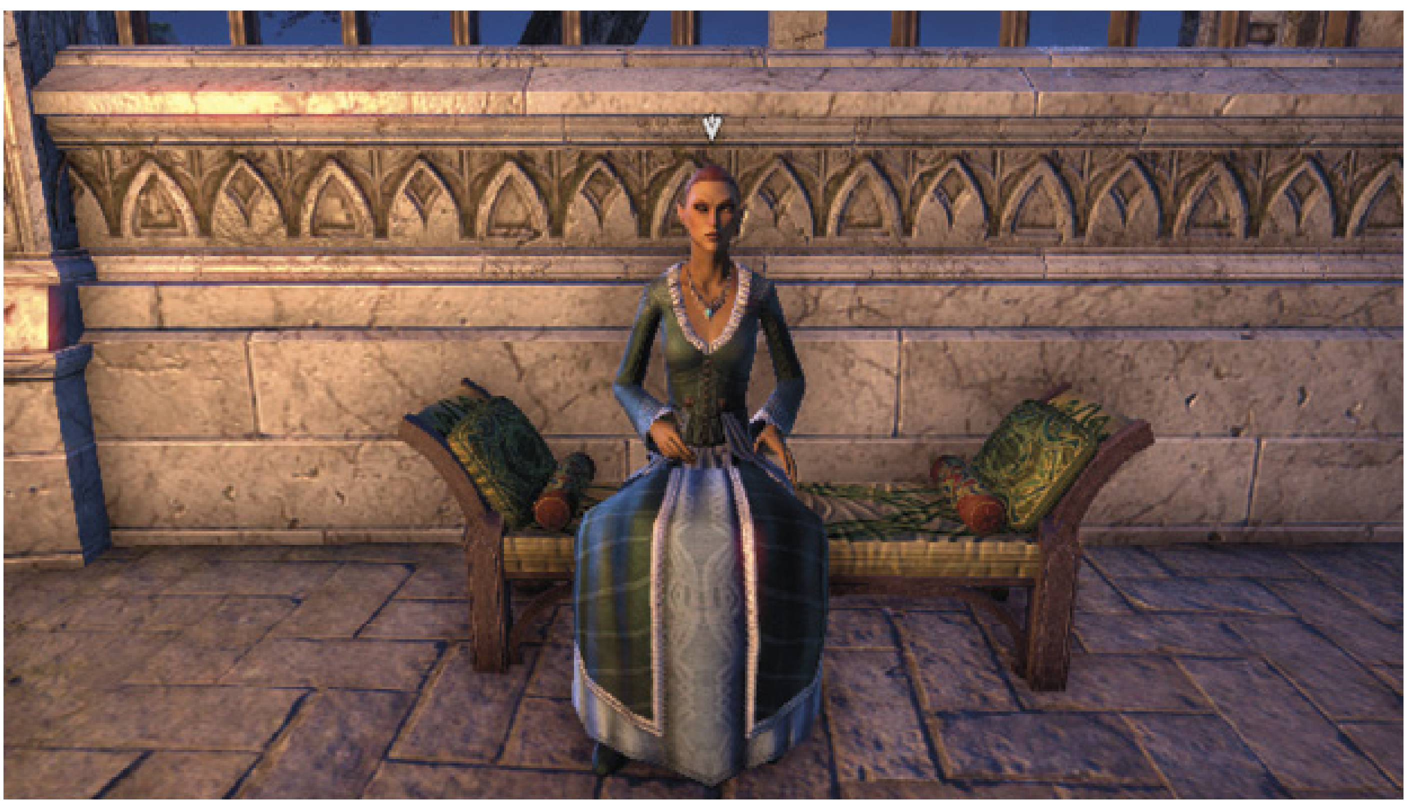
Description: Near Nafarion's body lies a note chronicling his transformation into a vampire and his loss of control to his craving for blood. His letter refers to a love he left behind in Lillandril, a woman named Felawen. Take the pendant off of Nafarion's body and deliver it to Felawen.

FIND FELAWEN

Grab Nafarion's Pendant out of the backpack sitting next to his body, then head to Lillandril.

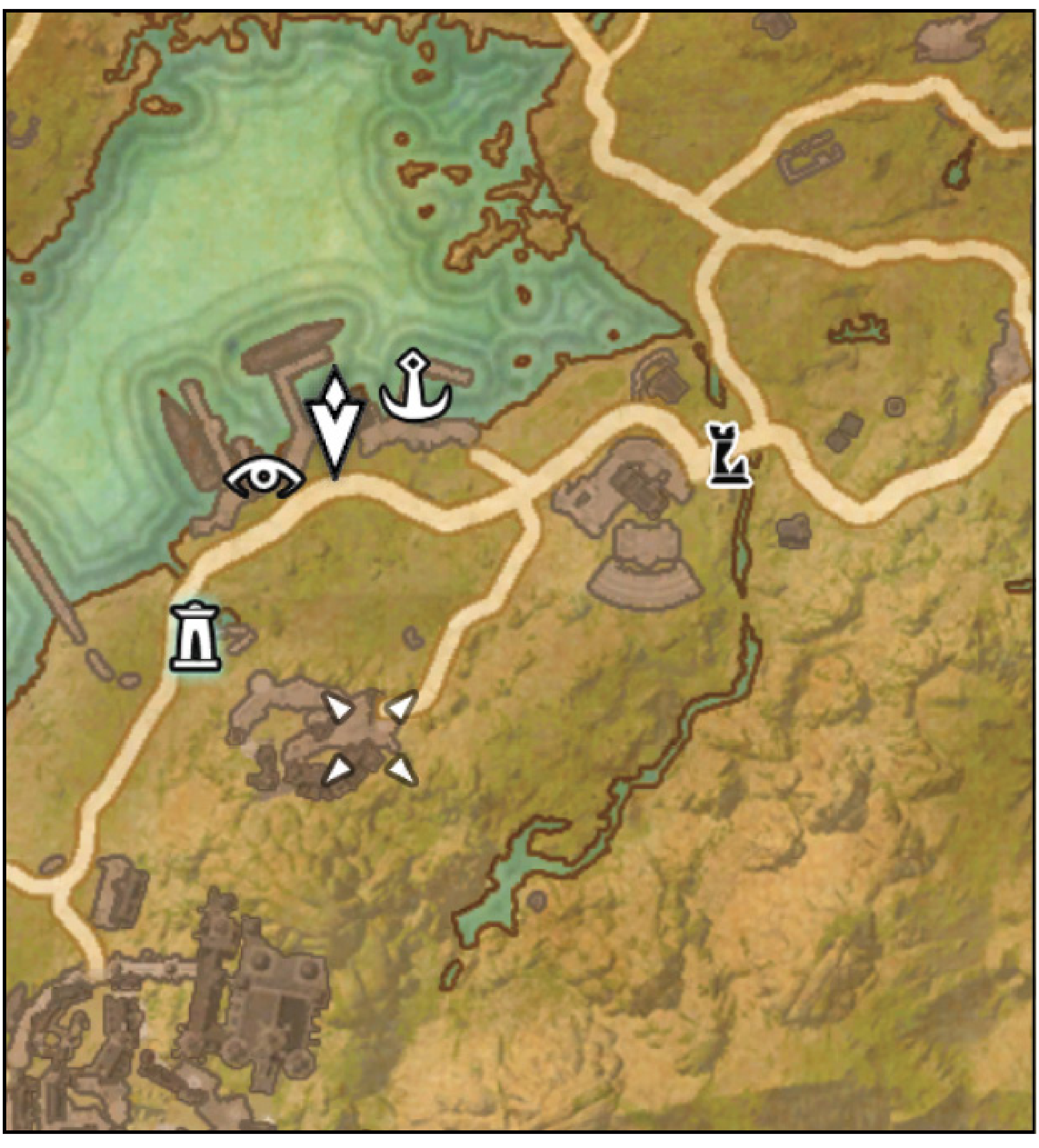


You'll find Felawen sitting on a bench near the top of the objective circle. Give her the pendant to complete the quest.



The Hulkynd's Heart

- **Location:** Near a stone warehouse on Alinor Docks



- **Quest-giver:** Tableau

Description: Tableau is trying to refine her painting craft, but she's having a difficult time finding a proper model. She believes she'll find better inspiration from one of the local Hulkynd—a hermitlike High Elf who was cast out by their family as children. There are stories of a Hulkynd living in a nearby forest and Tableau wants you to find them and set up a meeting. See what you can do for her.

FIND THE HULKYND

After speaking with Tableau, exit the Manor of Masques and head east. The objective marker will put you right in front of the Tor-Hame-Khard delve. As soon as you enter the area, Manacar, the Hulkynd, will appear. Manacar won't meet with Tableau until he finishes his current contract. You'll need to get an Indrik heart to complete the contract for him and get him to speak with Tableau.

KILL THE INDRIK

Follow Manacar's wolf, Cur, as it sniffs out the Indrik's location. Every time it stops, approach it and it will pick up the hunt again.

ABRIELLE

Abrielle shoots beams out of its horns, which you can block. It can also shoot out a spectral version of itself to knock you to the ground. It will perform this attack after slightly propping itself up on its hind legs, so step aside when you see it move. It will also occasionally create blue portals, then jump through them to appear behind you. This move won't hurt you, but it can be a bit disorienting if you don't know where to expect the Indrik.

It has a large variety of elemental attacks, the most common of which is its lightning attack. It will stop in place and begin bucking wildly. It will be vulnerable to interruption, so rush up to it when it begins shooting lightning. It will also charge at you while leaving a stream of fire behind itself. This is an easy attack to avoid, but it can make the battlefield a bit more tricky to maneuver around.

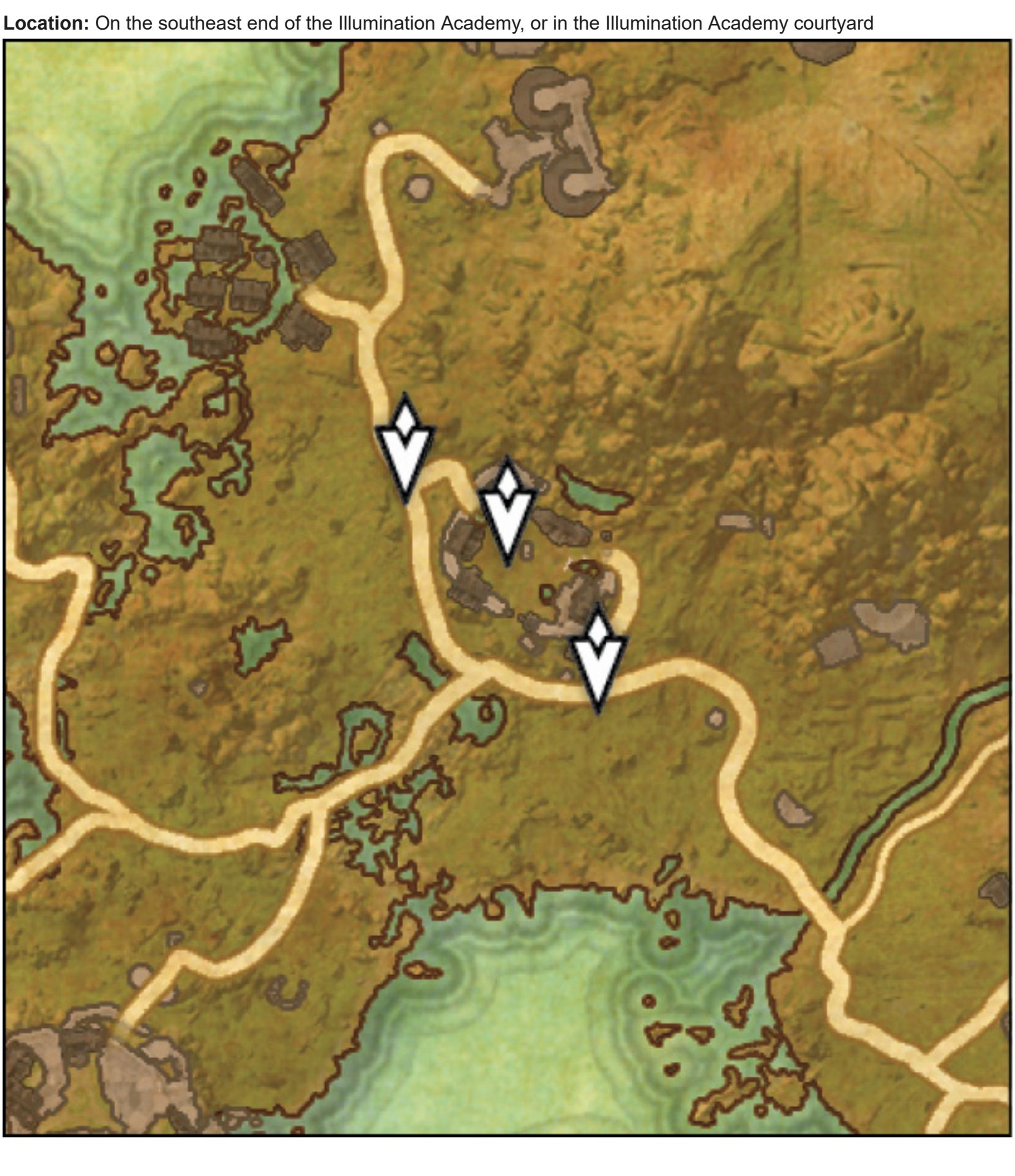
DELIVER THE HEART

Once you defeat Abrielle, follow Cur to its heart, then track down Manacar. He has since moved north of Rellenthil. He will ask you to deliver the Indrik Heart to someone named Valtarion in Lillandril. Head to Lillandril and enter the Shrewd Brew Inn near the center of town. Valtarion is on the inn's second floor. Hand him the heart to complete the quest and earn a Hulkynd's Tattered Girdle for your troubles.

Side Quests

Illusions of Grandeur

- **Location:** On the southeast end of the Illumination Academy, or in the Illumination Academy courtyard



- **Quest-giver:** Merenfire or Erudil

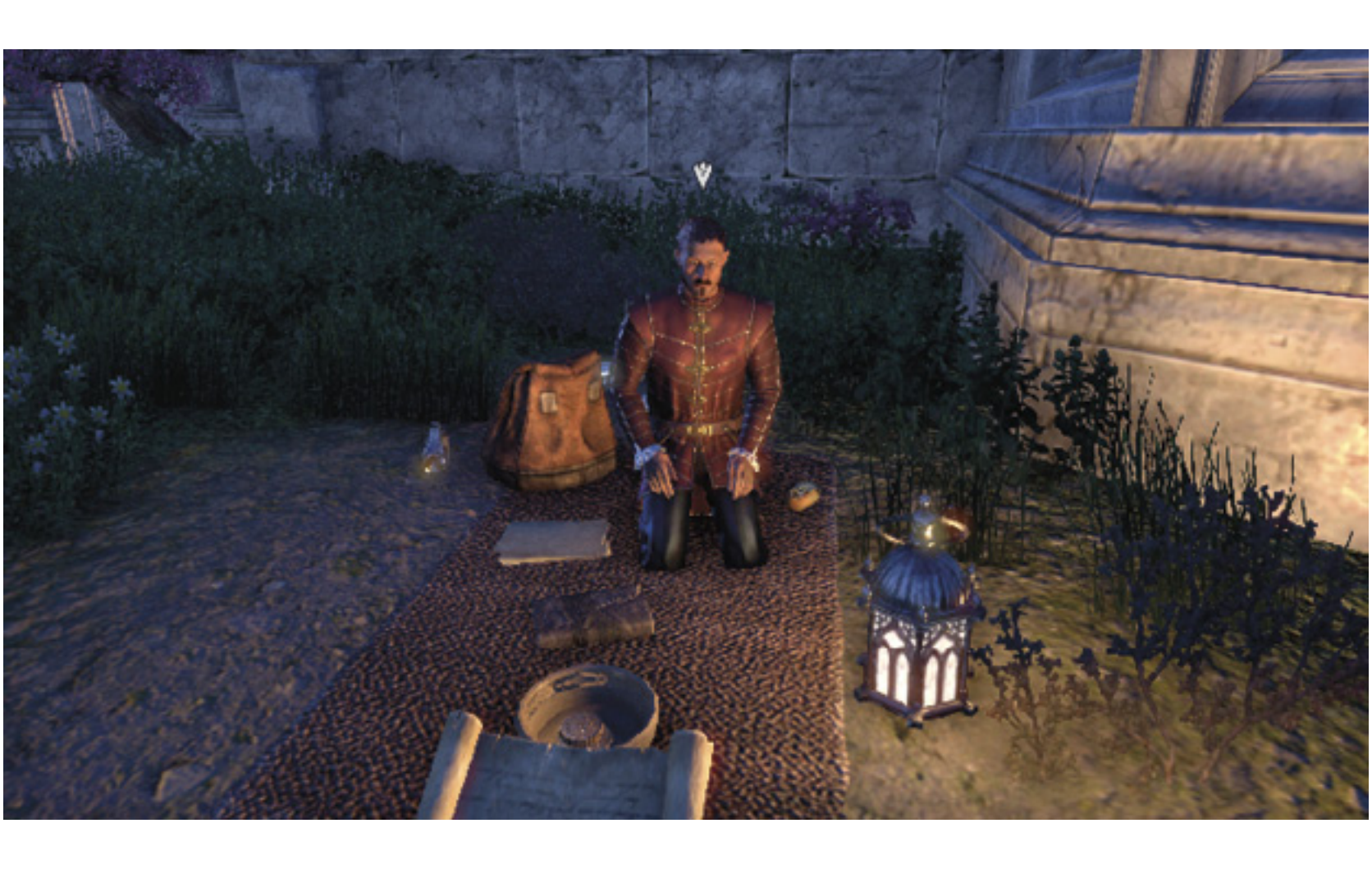
Description: Merenfire seems a bit . . . off. She's speaking like a Nord, mocking thin-legged High Elves despite clearly being one. Find Erudil to see if he can give you a clue as to Merenfire's condition.

TALK TO ERUDIL

Head into the Illumination Academy and look for Erudil near the center of the courtyard. After speaking with him, look at the Illuminus next to him, then speak with him once again. Follow Erudil, then talk with him again when he stops.

LOCATE ERUDIL'S FRIENDS

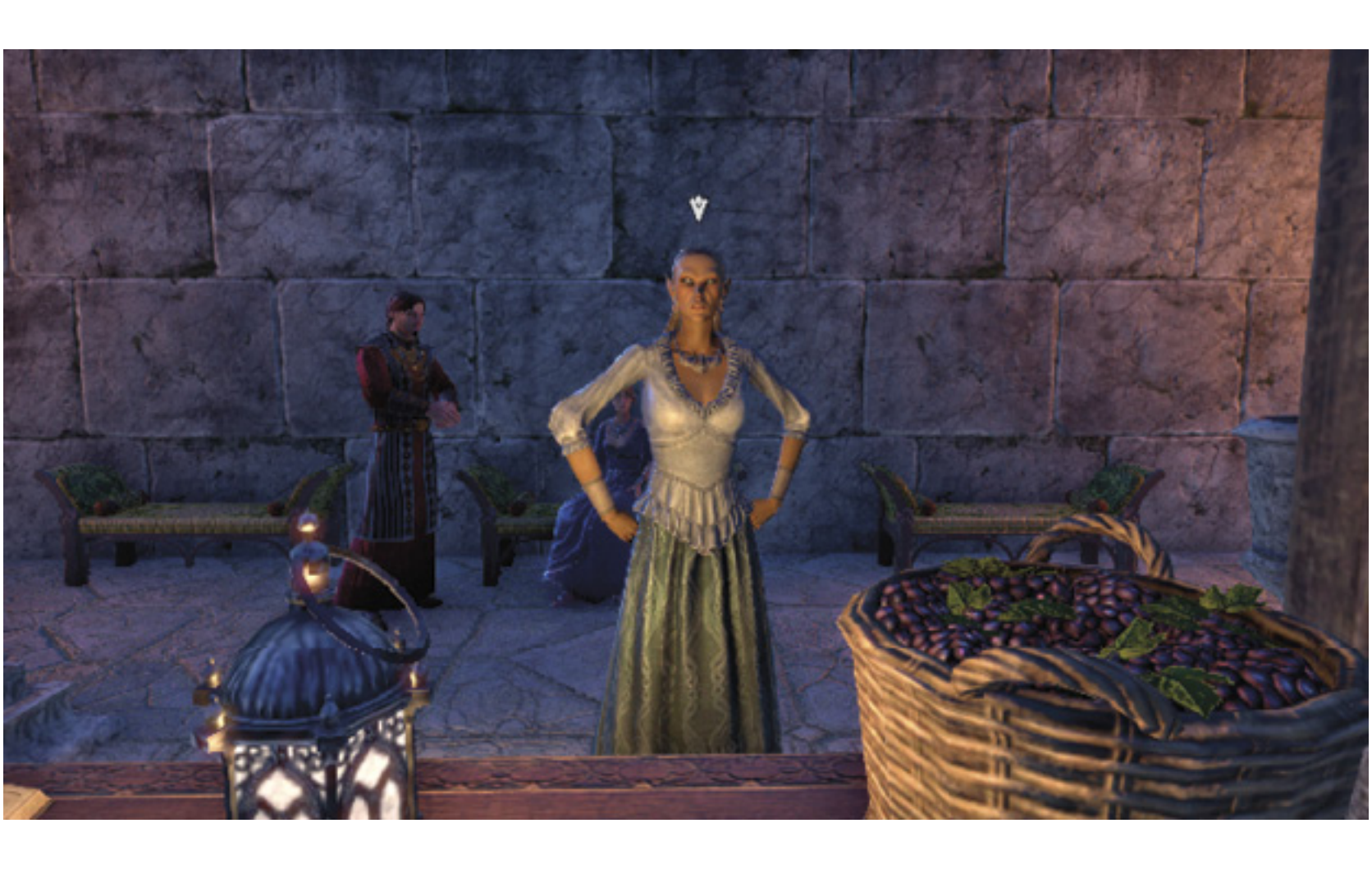
You'll need to find three of Erudil's friends around the academy, the first of whom is Pavo Maria, located just east of Erudil himself. Pavo will ask you to choose the book about his life from a selection of three books surrounding the tree in front of him. If you've been paying attention to Pavo, the choice will be clear.



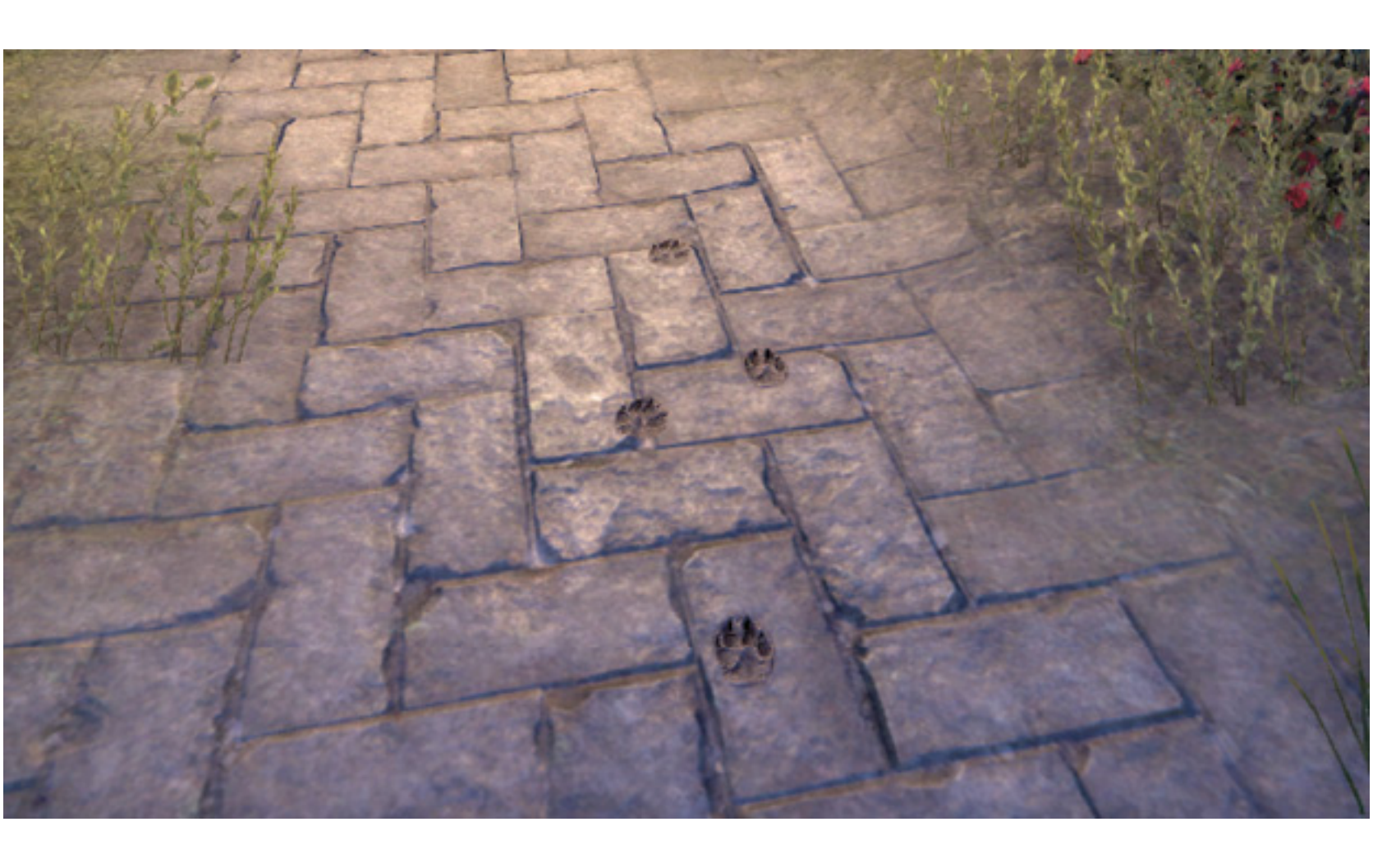
After inspecting the book, speak with Pavo once more. He will ask you to spare some coin. You can save your money if you'd like; this won't affect your result. After "curing" Pavo, head back to speak with Erudil. Next, read the Illuminus again, and discuss your findings with Erudil.

TANELWEN

Erudil's second friend, Tanelwen, is on the academy's north side. Tanelwen will ask you to read the story of her life, which has been mixed in with two other books on the benches behind you. Like Pavo, if you were listening to what Tanelwen had to say, you'll know which book to inspect first.



After reading the book, speak with Tanelwen again. She'll ask you to help put one of the two Illumination Academy students behind her behind bars. Speak with both of them to root out the criminal amongst them. After speaking with both of the suspects, a delicious bit of evidence pops up in the form of fruit smears on the ground. Follow this tasty trail and see if it can help unmask this pesky pie thief.



After following the trail to its conclusion, head back to Tanelwen and help her finally bring the thief to justice! Once the case has been closed, follow Tanelwen back to Erudil, speak with him, then read the Illuminus again. Speak with Erudil about the Illuminus's contents.

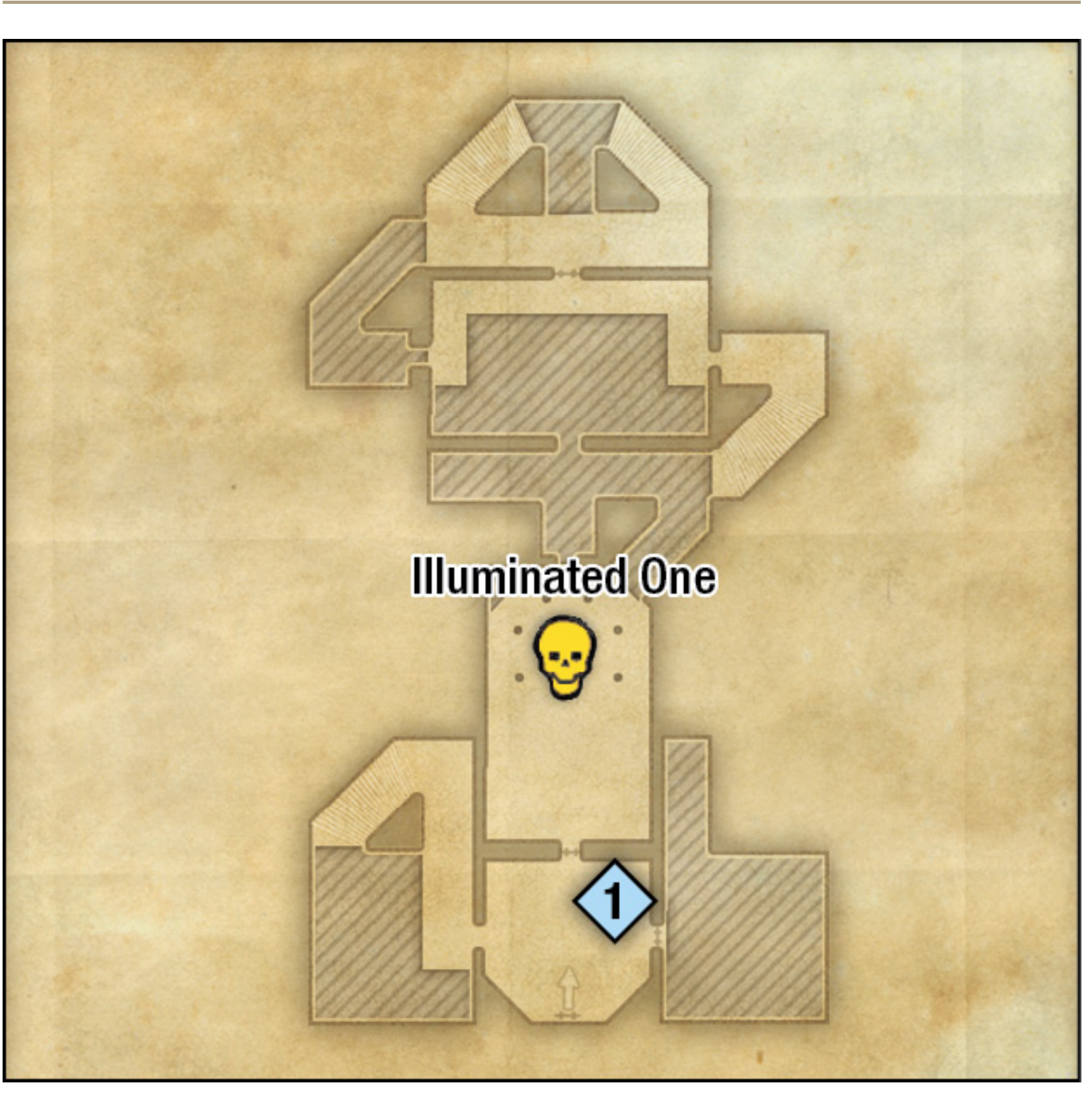
SELYNIA

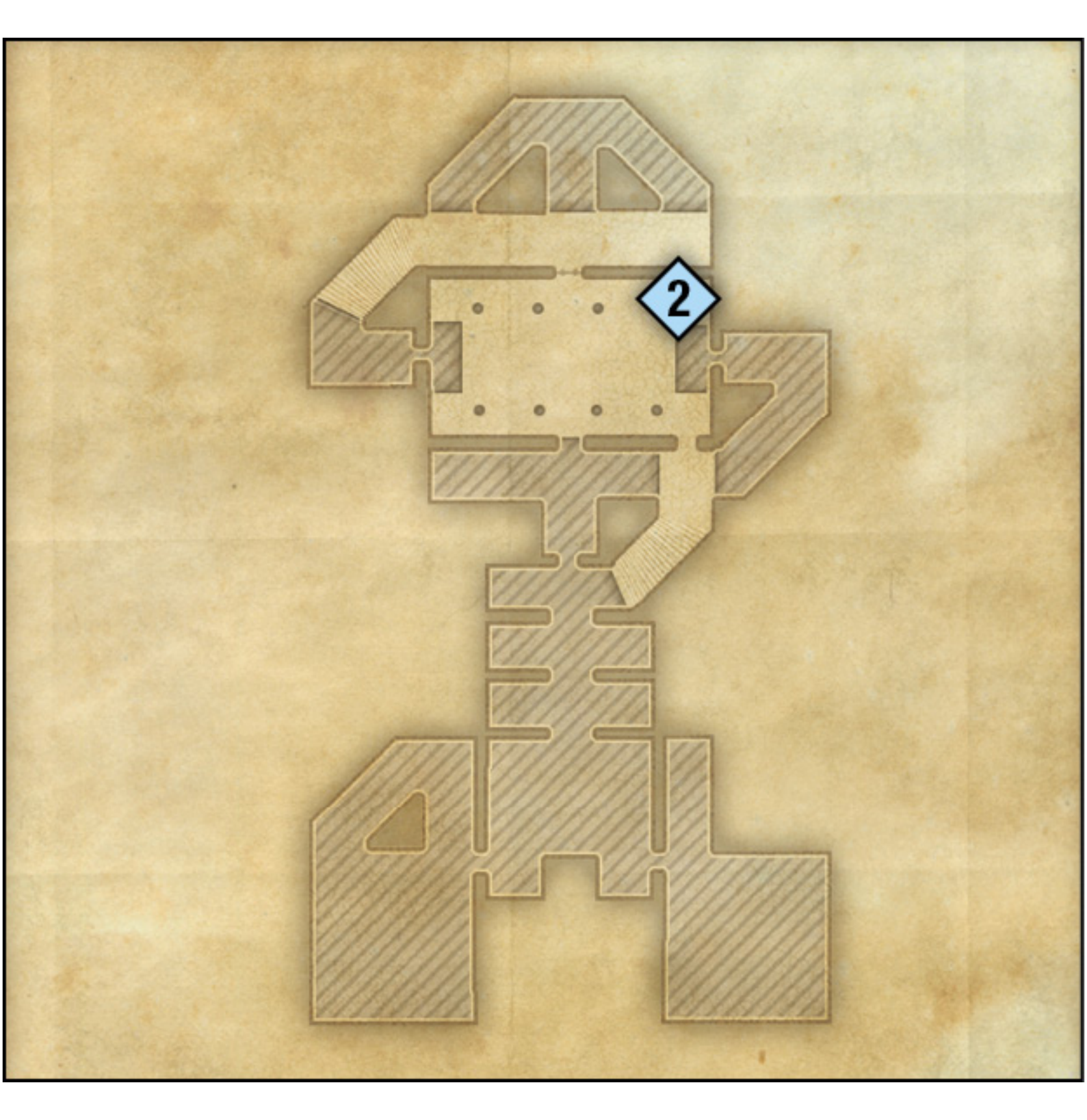
Head up the stairs on the academy's east side and enter the Faculty Hall. Go to the second floor, then take the first left to reach the door leading to the academy's walls. You'll find Selynia getting into trouble there. Like the others, she will ask you to identify her by examining one of three books nearby. The book in the center of the three will give you the answers you're looking for.

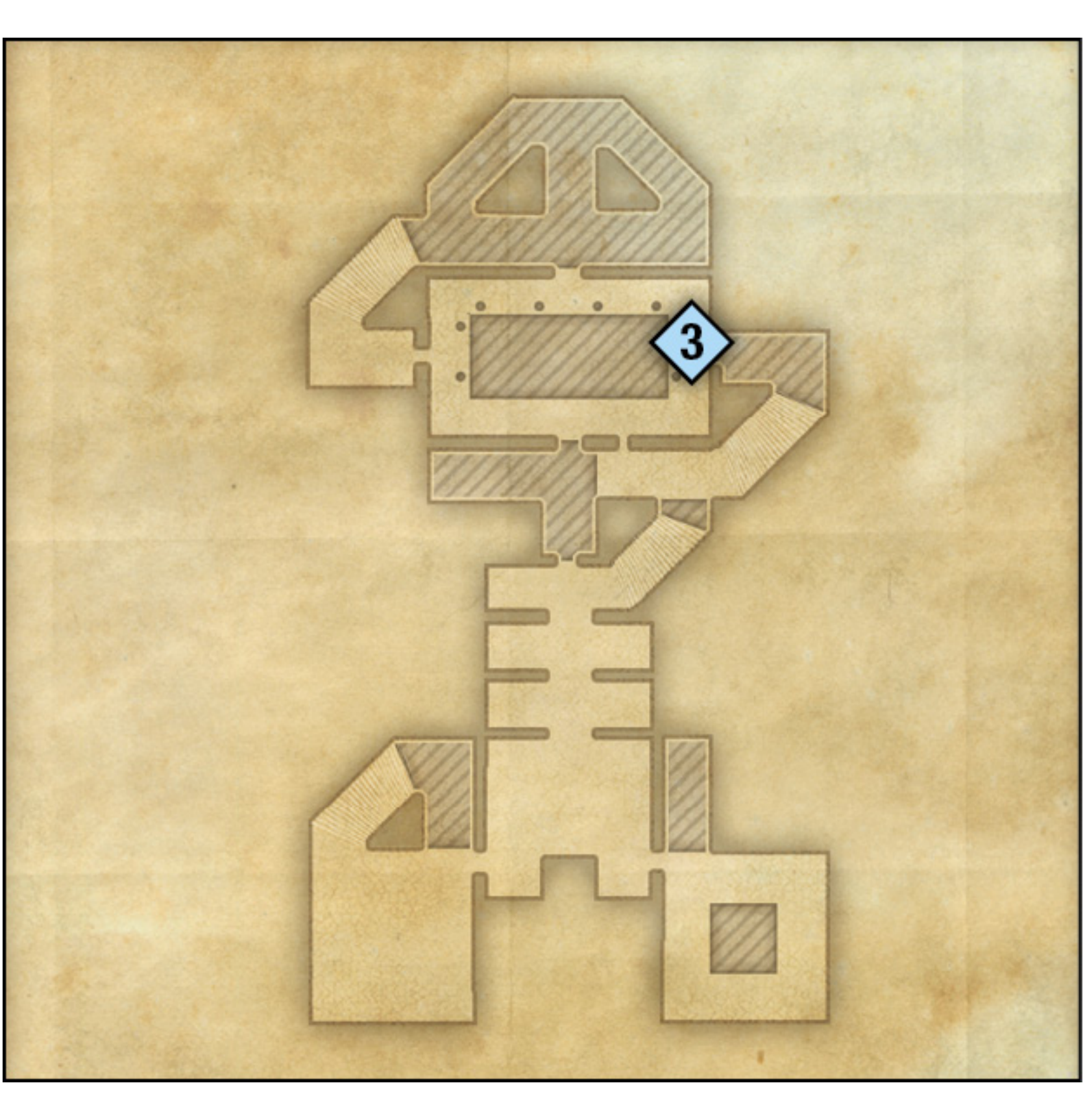
After examining the book, speak with Selynia again. Head back down to the courtyard and collect one of the giant, awful spiders roaming around. Take it back up to the wall and place it behind Selynia. Follow her into the Faculty Hall and speak with her, then head back to Erudil. Read the Illuminus once again, then speak with Glardir and Erudil, respectively.

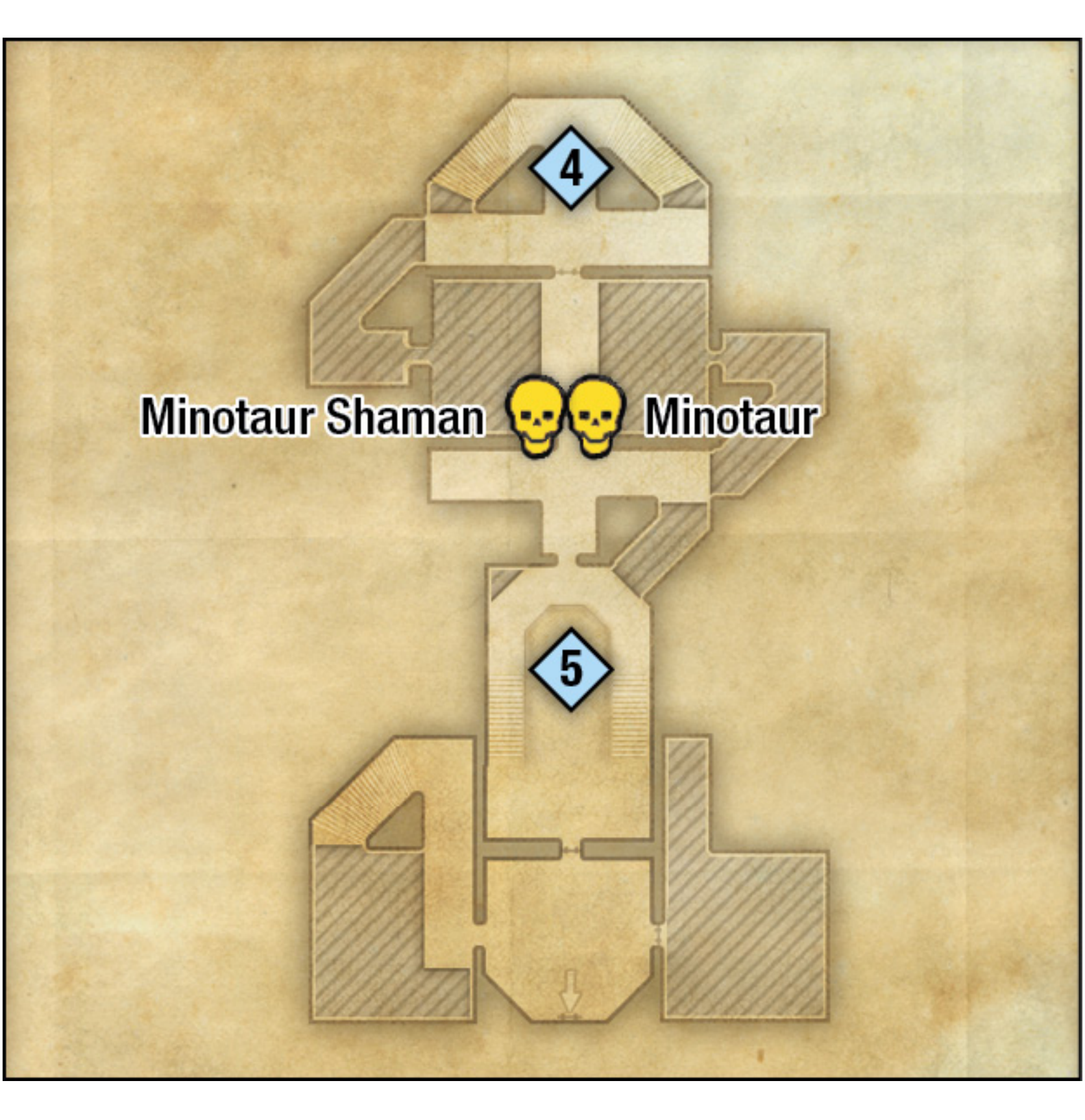
Head back to where you originally found Tanelwen and enter the door to the Hall of Illumination. Head into the hall and take a left to reach the Academy Stacks.

ACADEMY STACKS









THE FOREST DARK

Once inside the Academy Stacks, speak with Meredil the Archivist. He will ask you to dispel the illusions created by the books. Head through the door on the left and go down to the second level of the stacks. Continue to the main half of the third level to find the book *The Forest Dark*. You must place the book back in its proper place. Look at each of the marked bookshelves to understand how the books are sorted in this room. Reading the book in your Quest Items tab will give you a hint on this book's home. If you get stuck on this or any other book, you can read the "A Place for Everything" note here for the answers.

A PLACE FOR EVERYTHING

The Forest Dark: Reading *The Forest Dark* will show that it is no doubt a work of poetry. In addition, it's about nature and you'll know that its proper place is on the Nature Poetry shelf on the room's south wall.

The Siege of Ald Marak: *The Siege of Ald Marak* clearly refers to Imperial history and thus belongs on the Imperial History bookshelf.

The Truth of Minotaurs: *The Truth of Minotaurs* undoubtedly belongs on the Beasts and Horrors bookshelf.

After placing the book in its proper spot, head through the library door on the room's north side.

THE SIEGE OF ALD MARAK

Head up the stairs, and go to the room's east side to find your next book, *The Siege of Ald Marak*. Grab it, then enter the door south of you and go upstairs. Again, look at the bookshelves to learn which category your book belongs in, then read the book again to see if it matches any of these.

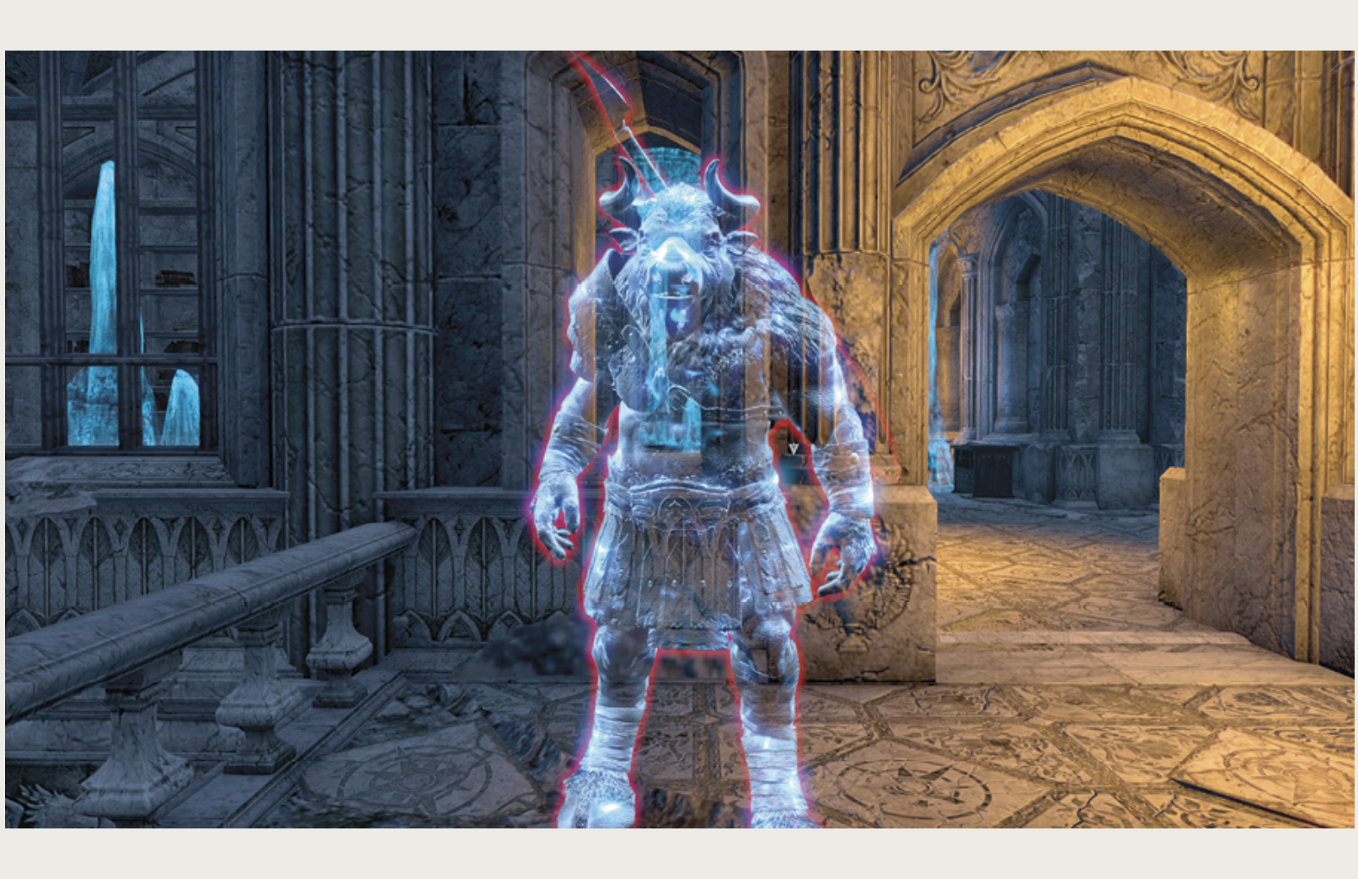
After placing the book, head east and enter the door on your left. Head up the stairs to find your next book.

THE TRUTH OF MINOTAURS

The title of the book says it all. Look through this new set of bookshelves and find the one that most relates to the title and content of this book.

MINOTAUR AND MINOTAUR SHAMAN

After you enter the marked door, a Minotaur immediately attacks you. Try to fight the Minotaur as close to the door as possible. There's a Minotaur Shaman on the room's other side, but it won't engage unless you get really close to it.



The Minotaur focuses almost exclusively on melee attacks, and it is fast and very aggressive. Its reach is huge for how little space you have in the room, so you'll need to rely on careful dodging and blocking to avoid taking huge damage.

Its charge attack is particularly devastating, as it creates a shock wave that far extends its weapon's reach. Blocking this attack will save you from being split down the middle. Aside from basic melee swings, the only other attack the Minotaur will perform is a fire-based AoE attack. It will get into a charging position and begin shooting fire out of its nose. If it manages to hit you with the subsequent lunge attack, it will create a fire AoE on the ground surrounding it for a few seconds. If you roll away from it, the attack will whiff and no fire will be created.

As soon as you defeat the Minotaur, the Minotaur Shaman begins attacking you. If you thought the Minotaur's range was rough, you're going to hate this guy. For the most part, the Shaman will shoot single, blockable fireballs at you. These aren't a big deal if you've got stamina. Its other moves are definitely more trouble, though.

If you stay too far away from it, the Minotaur Shaman's hands will become engulfed in flames and it will create a massive AoE attack right under where you're standing. This move slows and burns, so if you see that AoE ring, roll toward the Shaman immediately.

When you're within about ten feet of the Shaman, it will rely exclusively on fireball attacks and a second AoE attack that revolves around it creating blood-red crystals in a random pattern under your feet. If you see it begin punching the ground, move away from the Shaman. Its crystals start near it and work their way toward you. They're not hard to avoid if you're paying attention to the Shaman's behaviors.

After defeating the Minotaur duo, enter the room they were guarding and speak with Glardir. Then take the passage behind her and go down the stairs into the room below. You'll find the Illuminated one there.

THE ILLUMINATED ONE

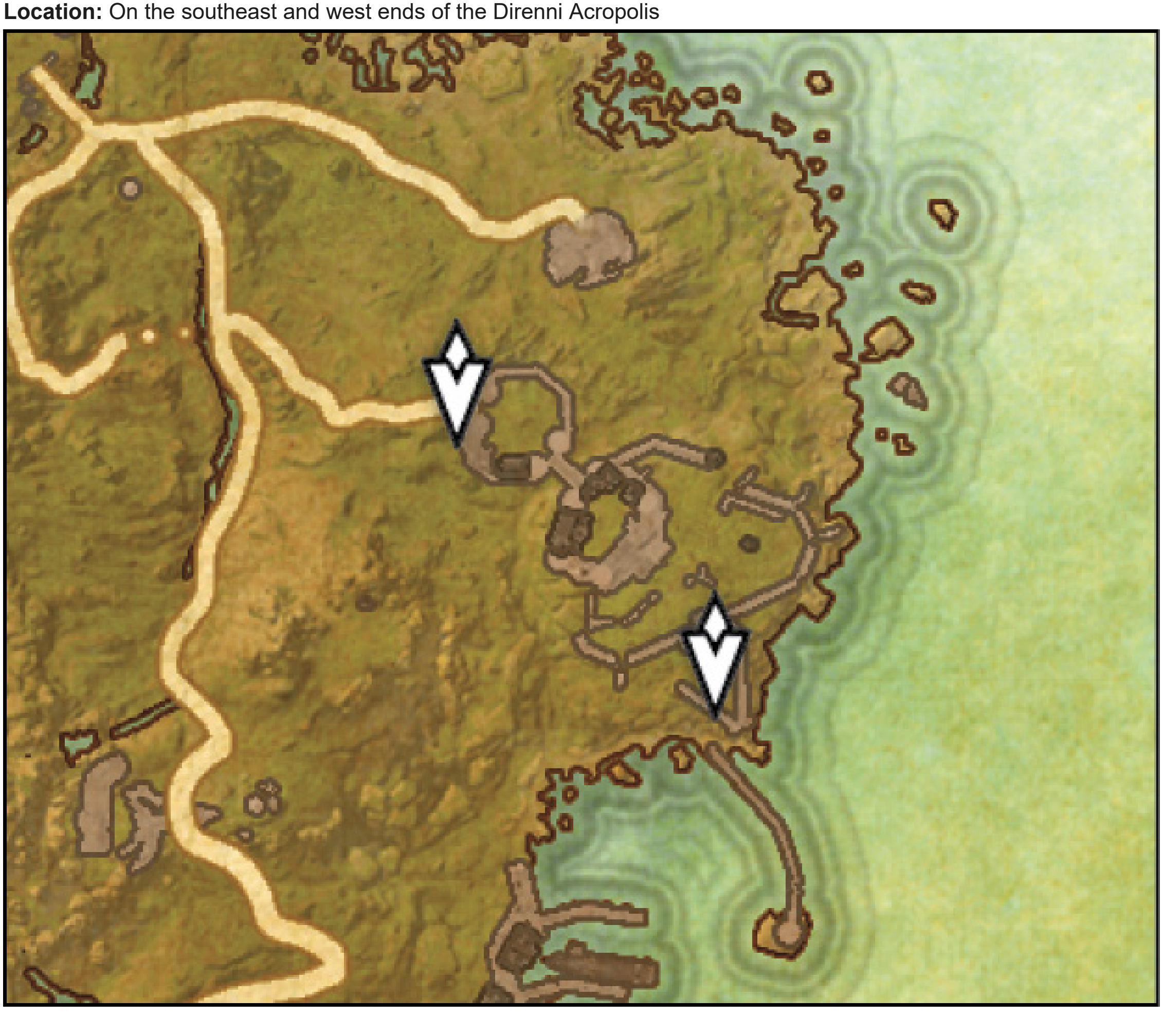
The Illuminated One isn't a particularly complicated fight, but it does come with a few surprises. It will mostly rely on blockable basic and charged melee attacks, but where it can really dish out punishment is when it performs its spinning blade attack. If you see it begin to absorb energy into its core, run and run fast. The Illuminated One will begin spinning its blades like a tornado while it pursues you. You can avoid it by sprinting, but you'll have to watch out for its second major attack: the chain pull. If you're too far away, it will shoot out spectral chains and pull you toward it, immediately following up with the spinning blade attack.

Once you defeat the Illuminated One, grab the book behind it and put it on its proper shelf. Now head back to Erudil and speak with him to wrap up this quest up. He'll give you a shield, the Targe of Foul Story, for your help.

Side Quests

Lauriel's Lament

- **Location:** On the southeast and west ends of the Direnni Acropolis



- **Quest-giver:** Bailiff Erator

Description: There's a curse on the Direnni Acropolis, and a ghost named Lauriel is said to be its source. If you can successfully exorcise her from the acropolis, you will find a new friend in Bailiff Erator.

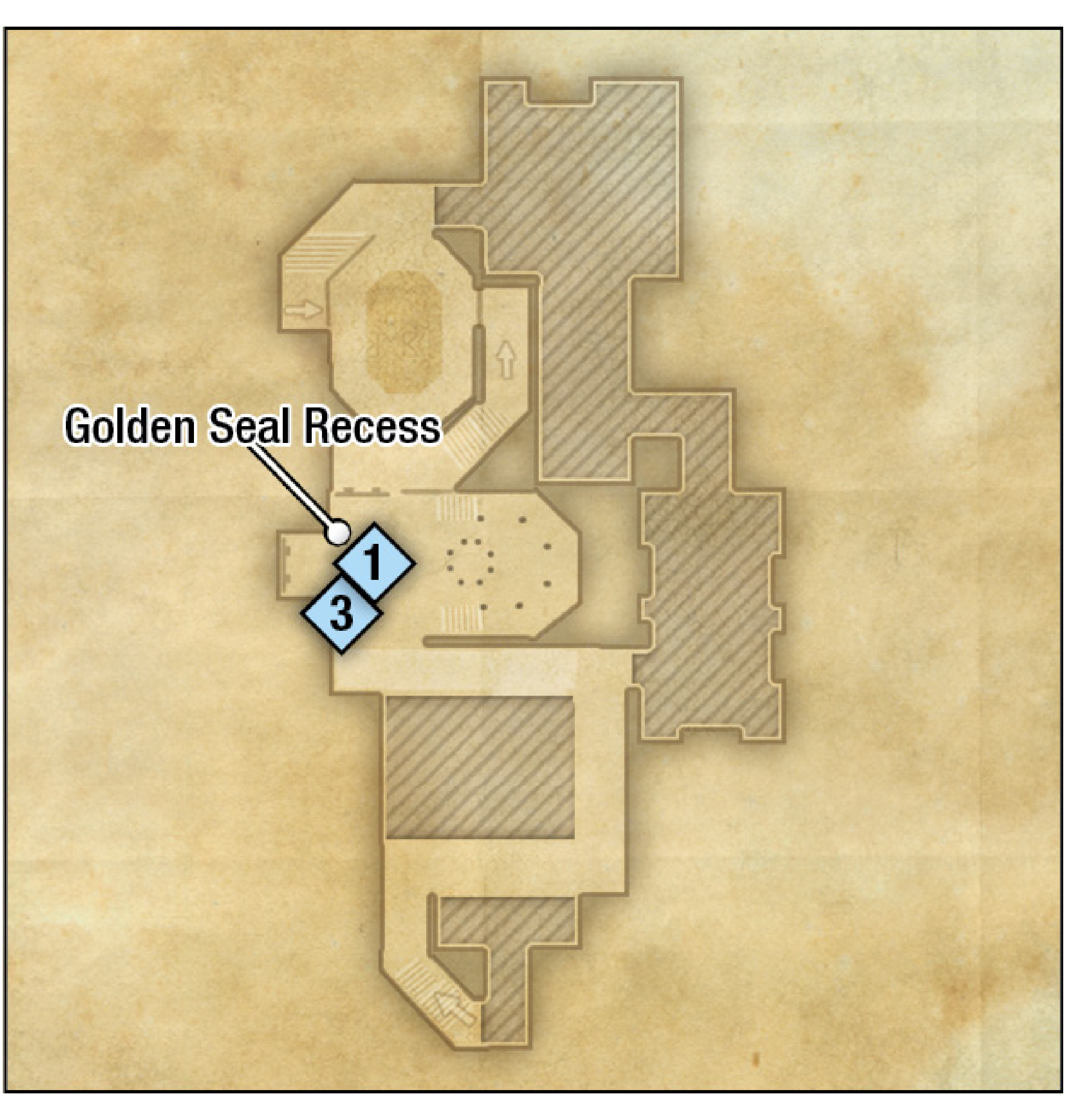
SEARCH THE ACROPOLIS GROUNDS

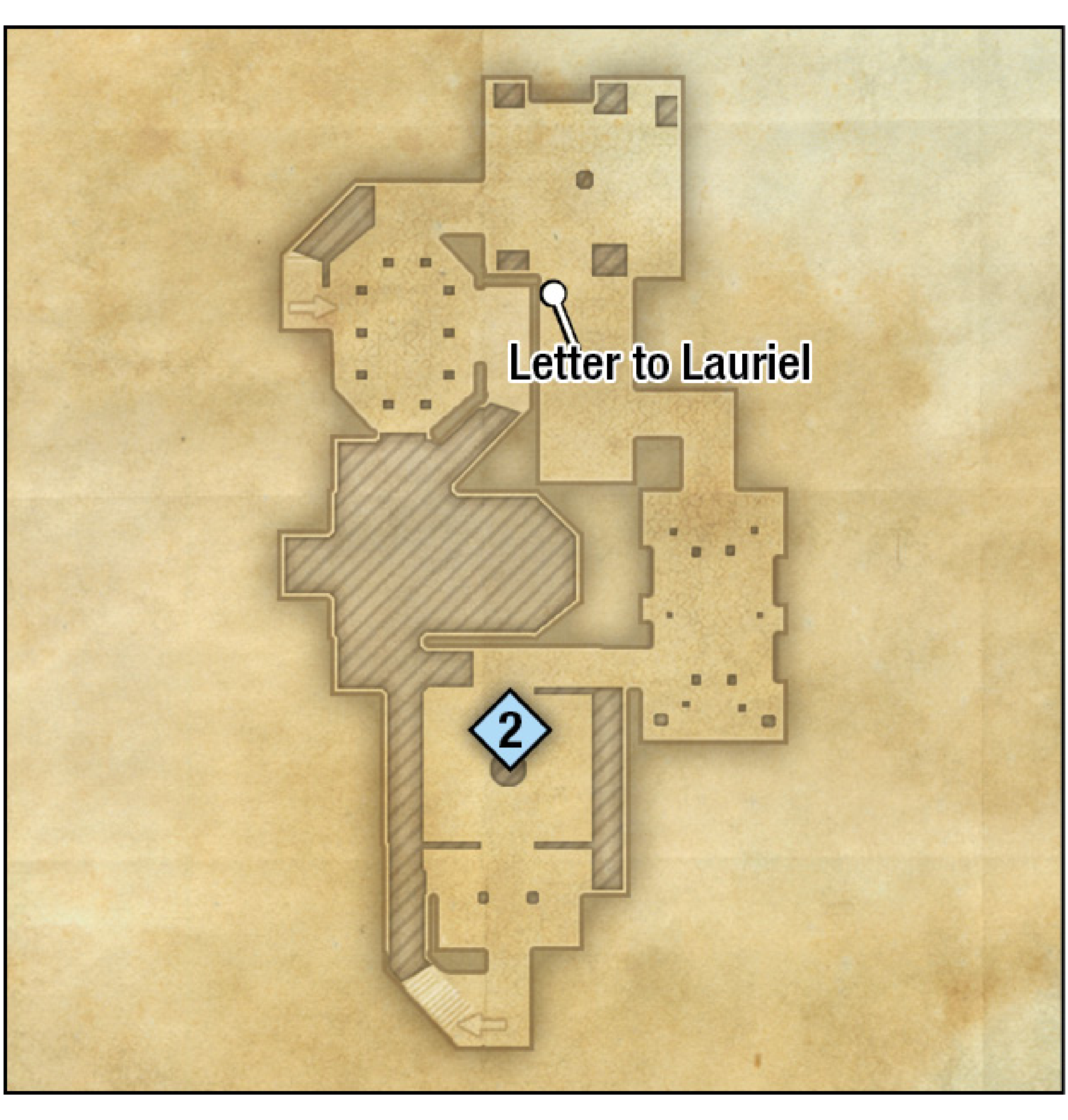
You'll have to fight through a slew of Spiders and Skeletal enemies in order to reach the Keeper's Manor in the center of the acropolis. It can be a hassle to navigate, so stick to the road and don't try to make your own shortcuts if you want to avoid unnecessary deviations.

EXPLORE THE CATACOMBS

Head back down to the first floor and back out to the acropolis proper. Head straight, then go down the stairs to the lower levels of the acropolis. Head east from here and you'll reach the entrance to the Direnni Catacombs.

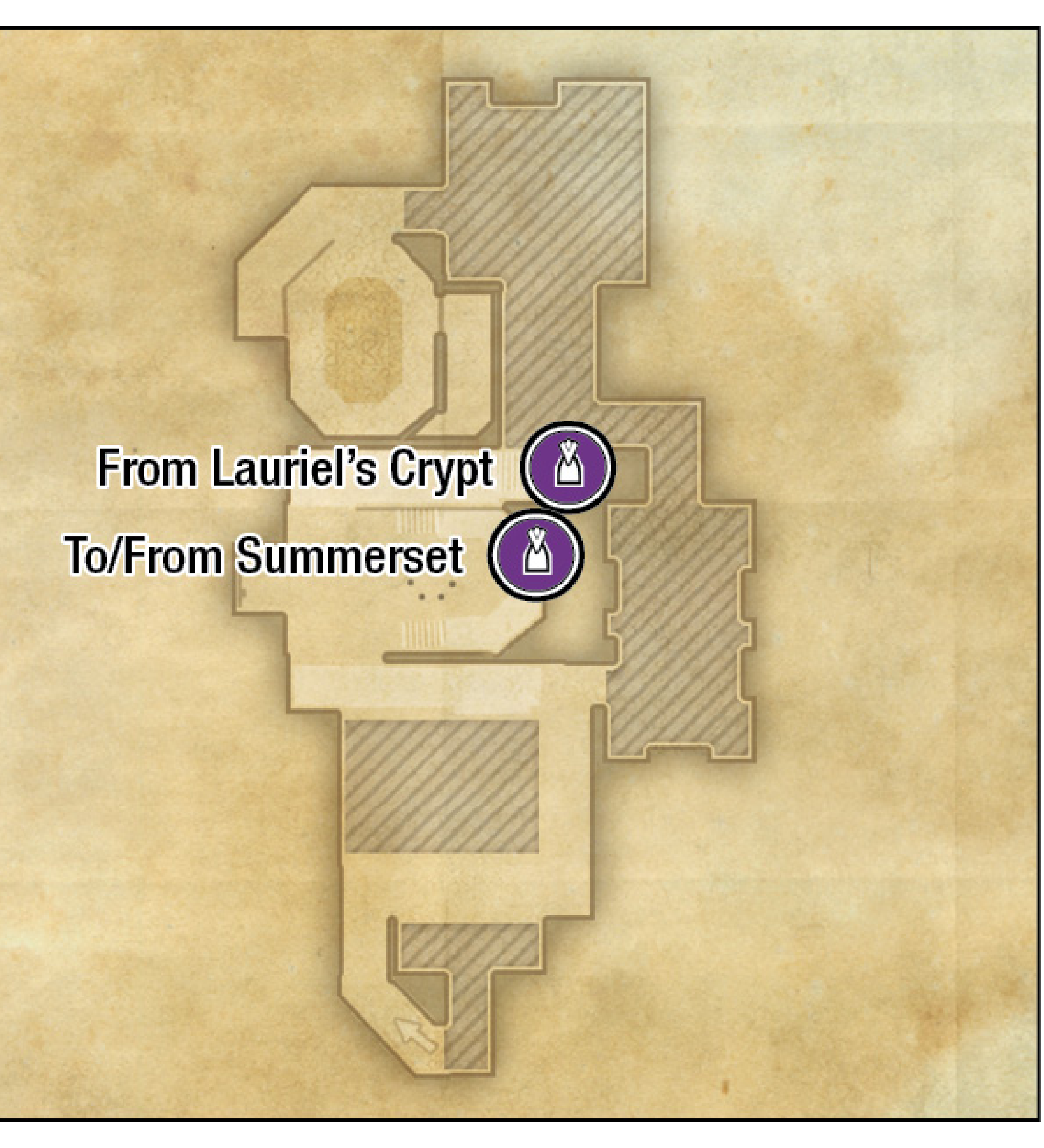
DIRENNI CATACOMBS





Head down the stairs and examine the inscription on the tablet in the center of the room. Now approach the pillar and place the Golden Seal inside it, then speak with Lauriel.

SEARCH FOR THE CRIMSON SEAL

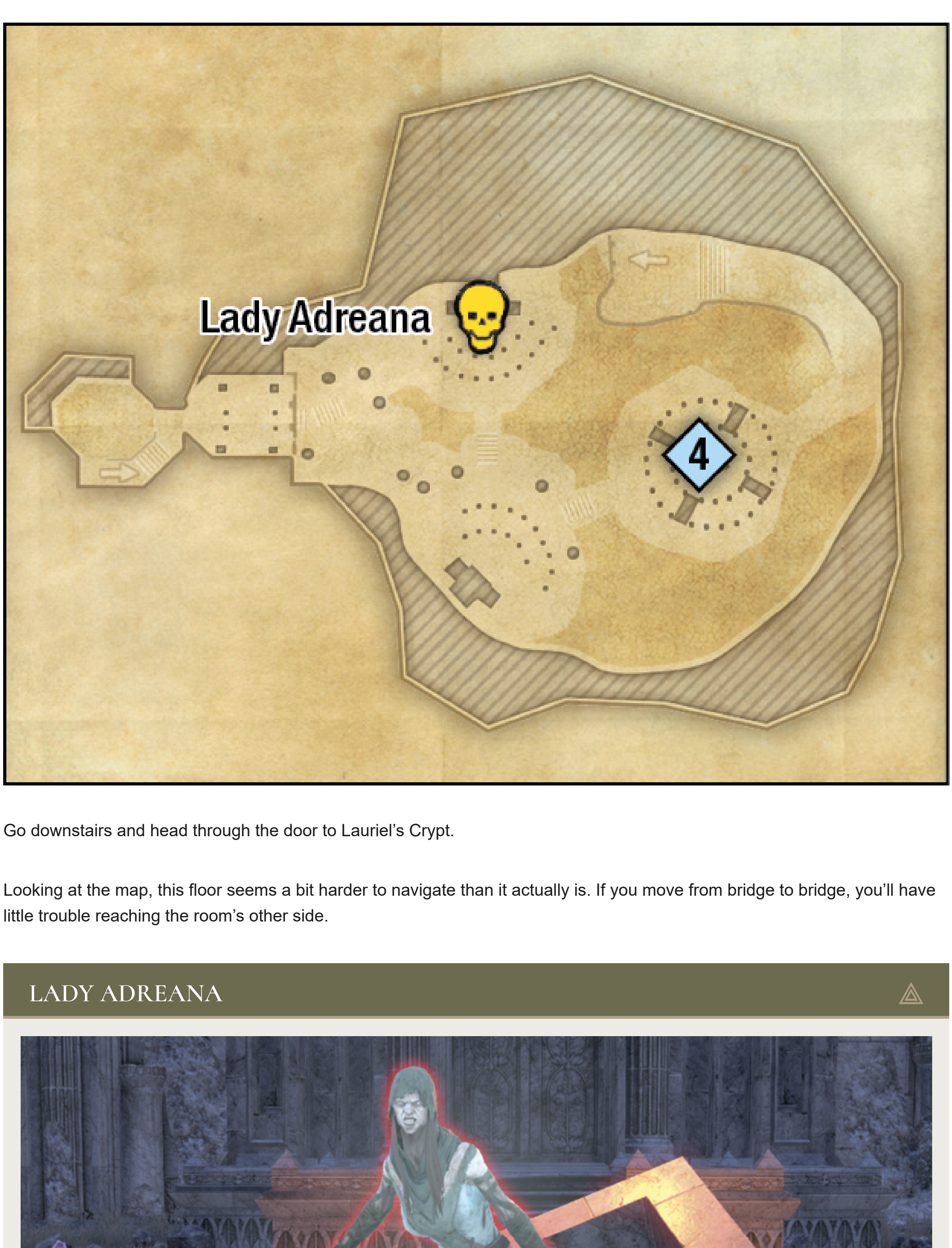


After speaking with Lauriel, enter the Shattered Halls through the door behind her. Go to the bottom of the stairs, enter the room to the left, then head through the northern exit to the right.

From here, follow the path until you enter an open room with a high ceiling. In the center of the room is the Keeper's Remains. Examine the remains to find the Crimson Seal.

Now backtrack to the first floor and place the seal in the pillar across from the first one. This unlocks the door to the west.

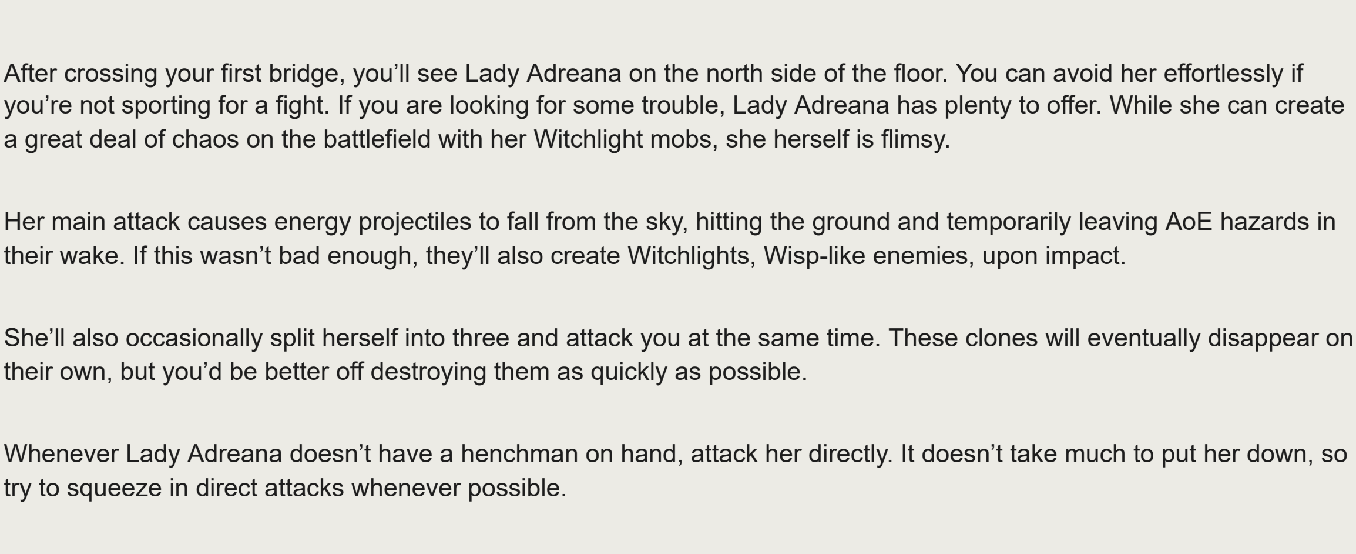
FIND THE SOURCE OF LAURIEL'S BINDING



Go downstairs and head through the door to Lauriel's Crypt.

Looking at the map, this floor seems a bit harder to navigate than it actually is. If you move from bridge to bridge, you'll have little trouble reaching the room's other side.

LADY ADREANA



After crossing your first bridge, you'll see Lady Adreana on the north side of the floor. You can avoid her effortlessly if you're not sporting for a fight. If you are looking for some trouble, Lady Adreana has plenty to offer. While she can create a great deal of chaos on the battlefield with her Witchlight mobs, she herself is flimsy.

Her main attack causes energy projectiles to fall from the sky, hitting the ground and temporarily leaving AoE hazards in their wake. If this wasn't bad enough, they'll also create Witchlights, Wisp-like enemies, upon impact.

She'll also occasionally split herself into three and attack you at the same time. These clones will eventually disappear on their own, but you'd be better off destroying them as quickly as possible.

Whenever Lady Adreana doesn't have a henchman on hand, attack her directly. It doesn't take much to put her down, so try to squeeze in direct attacks whenever possible.

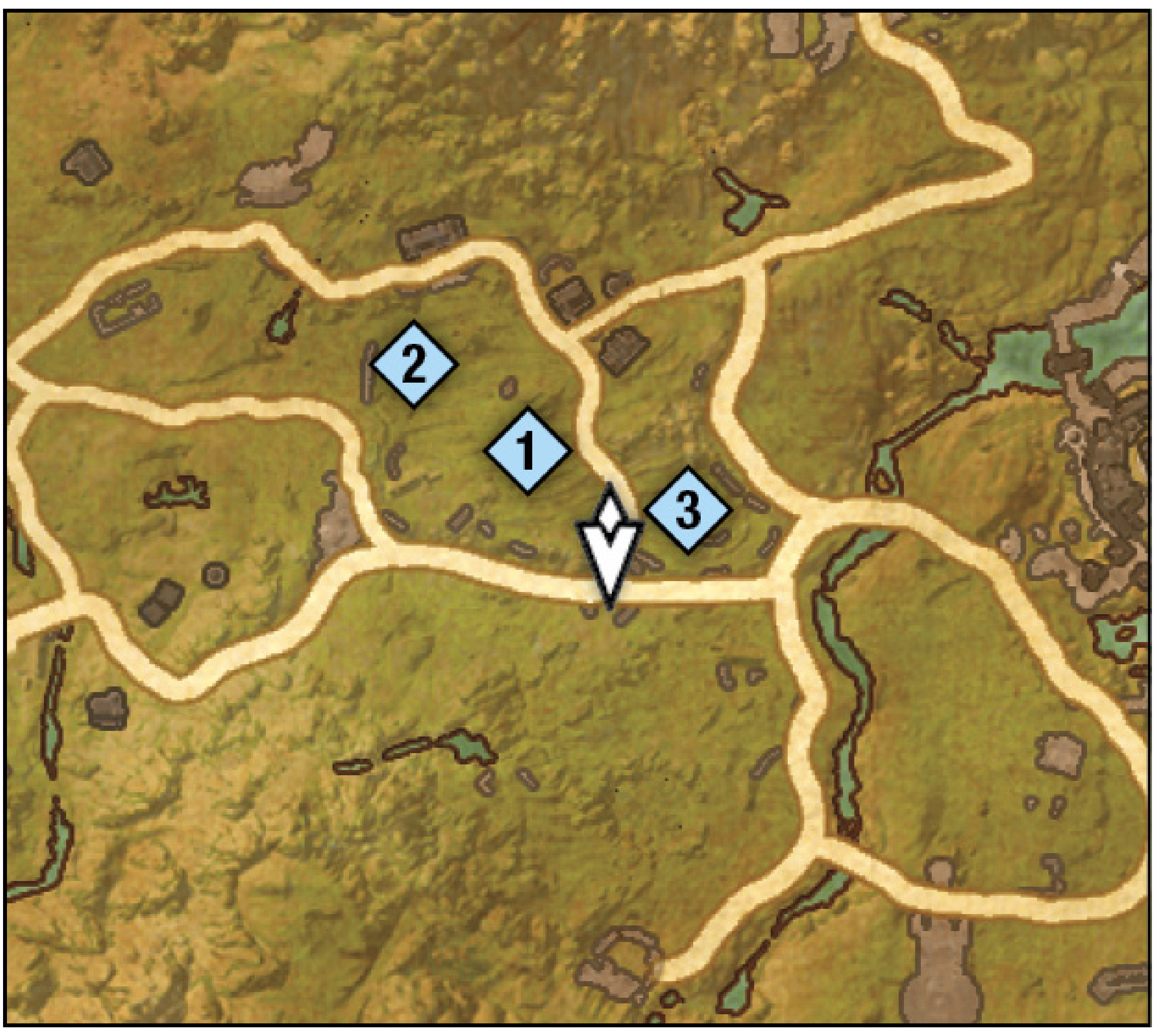
SPEAK WITH LAURIEL

Once you reach the center of the floor, speak with Lauriel. Take the Keeper's Flame behind Lauriel and either burn her corpse to free her, or light the brazier behind it to imprison her once more. The choice is yours.

After making your decision, leave the Direnni Catacombs and speak with Bailiff Erator to complete the quest. You'll earn Tomb Keeper's Breeches for surviving the catacombs and helping the bailiff.

Lost Libations

- **Location:** South of Russafeld

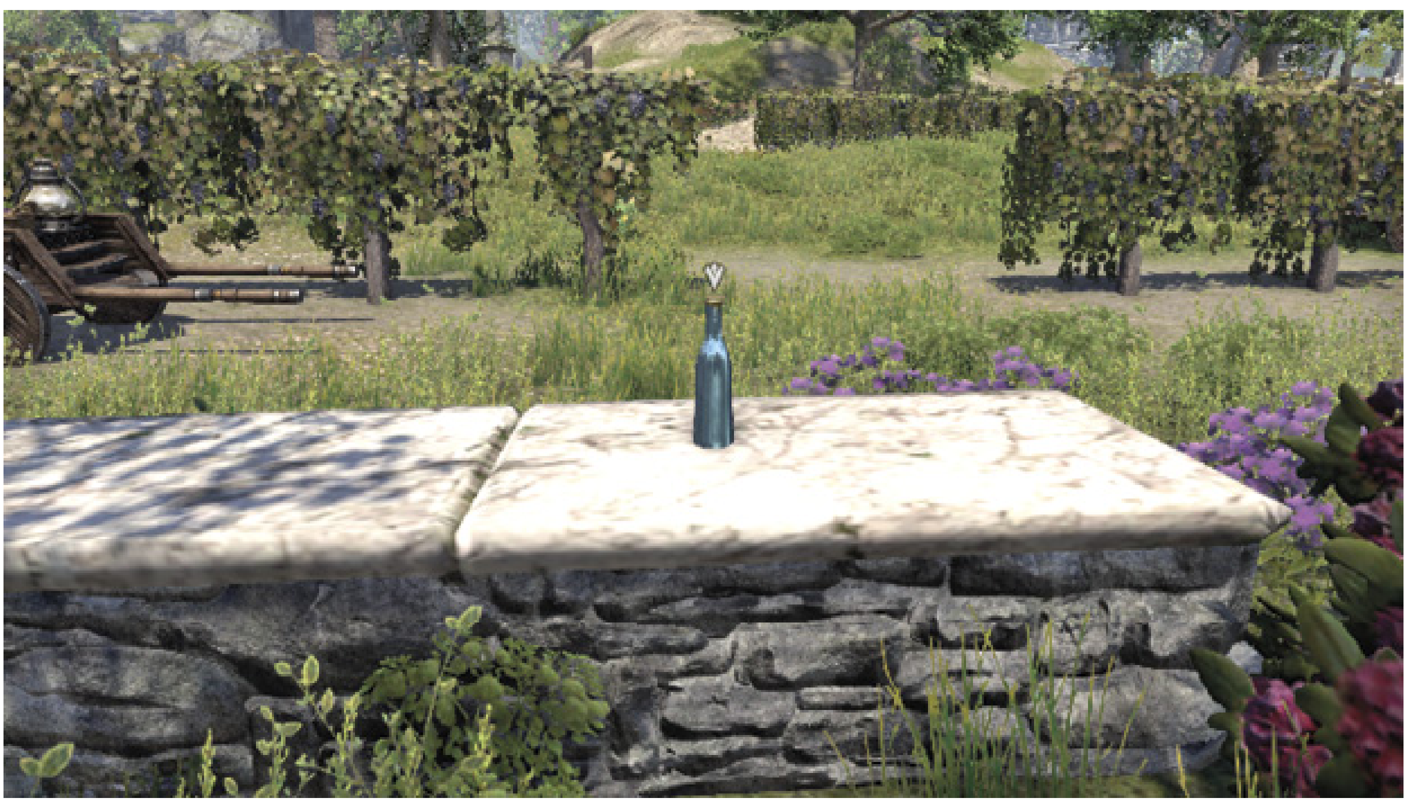


- **Quest-giver:** Alamar

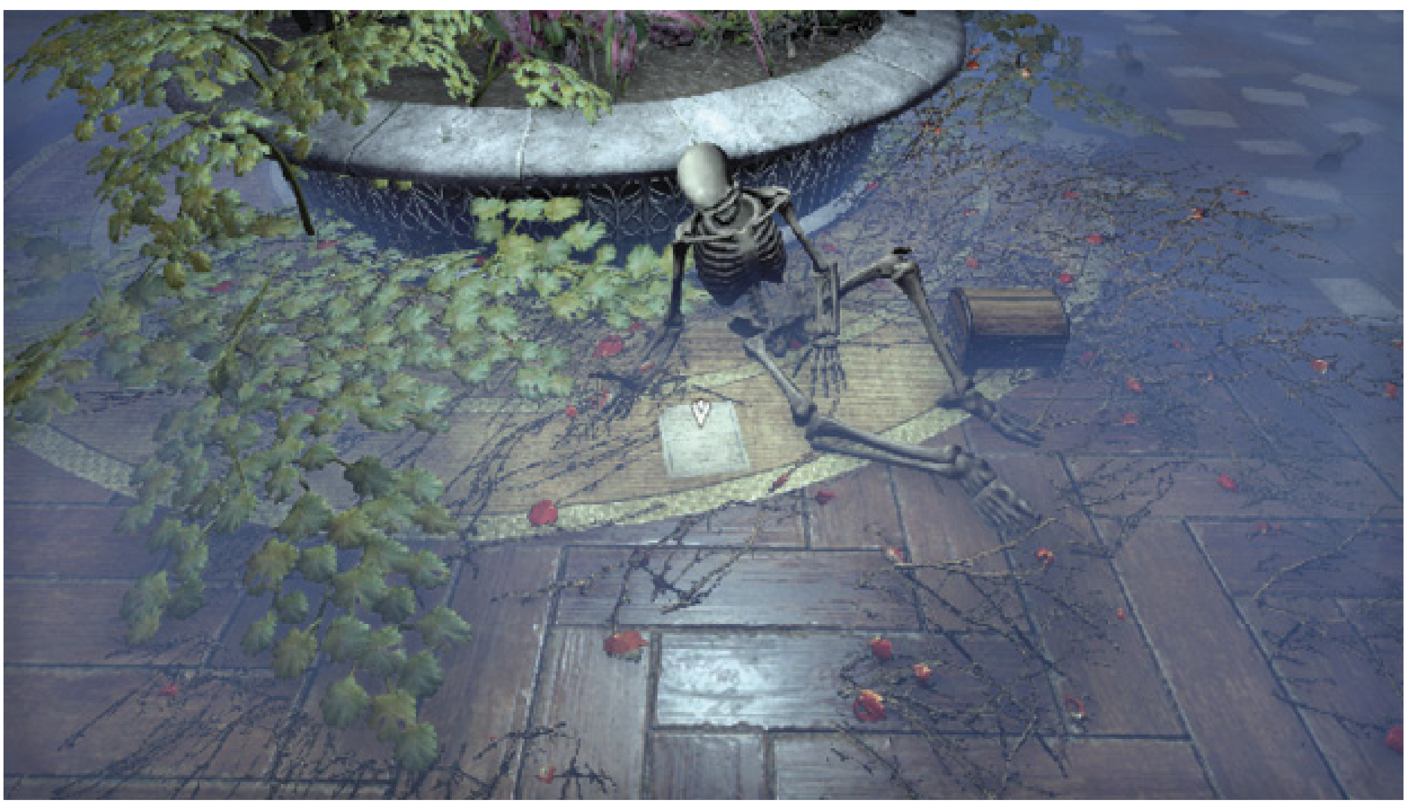
Description: After a bit too much indulgence, Alamar's got a headache—for more than one reason. It would seem that he misplaced his father's wine bottles. Find the missing bottles and bring them back in one piece.

RETRIEVE THE WINE BOTTLES

Collect the bottles near the center of each of the circles, then bring them back to Alamar.



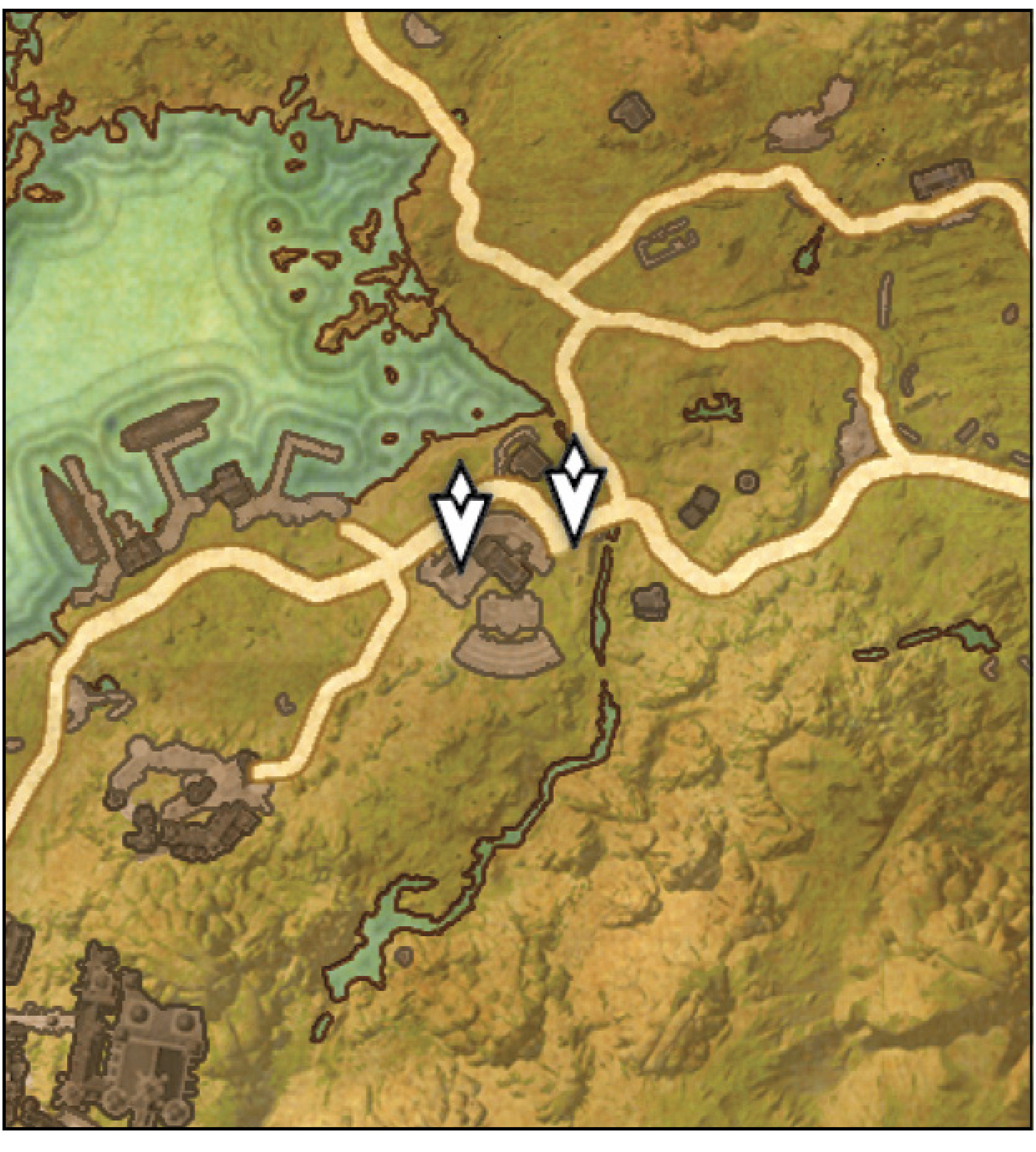
Once inside, head up the stairs to the third floor. You'll find a note next to a skeleton in the center of the room. Read the note, then open the Keeper's Coffer on the other side of the skeleton.



Side Quests

Manor of Masques

- **Location:** On the west side of Rellenthil



- **Quest-giver:** Rinyde

Description: Rinyde's brother is looking to drop his pursuits of the mind for his dream of the stage, and Rinyde simply won't allow it. You'll need to infiltrate Summerset's famous performance troupe, the House of Reveries, and talk to her brother about his schemes in order to appease Rinyde.

GETTING INTO CHARACTER

There are a lot of dialogue choices you can make and a singular mystery that you'll be able to unravel with a little investigatory work. Your choices and whether or not you can discover the identity of Rinyde's brother, Larydel, will not change the reward for the quest but will change how events play out. There are no right or wrong answers here, so choose the ones you feel reflect your position. We suggest you reflect on information you're given and the dialogue choices you offer. We found this to be a very satisfying quest when played this way and we think you will too.

PERFORM FOR ALCHEMY

Head to the theater on the south side of Rellenthil. Make your way to center stage and use the enchanted daggers Rinyde gave you to perform for Alchemy. Speak with her after you complete your routine.

COLLECT A GRYPHON FEATHER

Head south of the theater to find a gryphon's nest. You need to steal a feather out of the nest, but you'll likely have to fight or avoid a pair of gryphons to accomplish this feat. We suggest taking a stealth approach. Fighting one gryphon is challenging enough, but two is near suicide. If you approach the back of the nest, you should have little issue getting the feather without aggravating the gryphons. Take note that the fledging gryphons aren't hostile and won't cause you any trouble if they spot you.

Once you have the feather, head back to Alchemy near Rellenthil's theater. If you really want to impress her, select the third option when she asks you how you came to hold a gryphon's feather.

TALK TO RINYDE

Head back to Rinyde and speak with her about your progress. She will instruct you to look for her brother—a task easier said than done. Like all House of Reveries hopefuls, Rinyde's brother will be wearing a mask, so identifying him will be much tougher than simply looking at his face. Read the journal on the table in front of Rinyde to get more information on how to track her brother down.

TALK TO FIREBIRD

After reading the journal, head up the hill and enter the Manor of Masques. Equip your mask by selecting it in the Quest Items menu. Speak with Firebird in the corner of the room on the right. Play the Game of Boasts with him. Start by juggling your enchanted daggers. Speak with Firebird again, then select any of the three responses to intrigue and enthrall him (he seems to particularly enjoy the story about growing up in a barrel on a ship).

TALK TO CLEVER

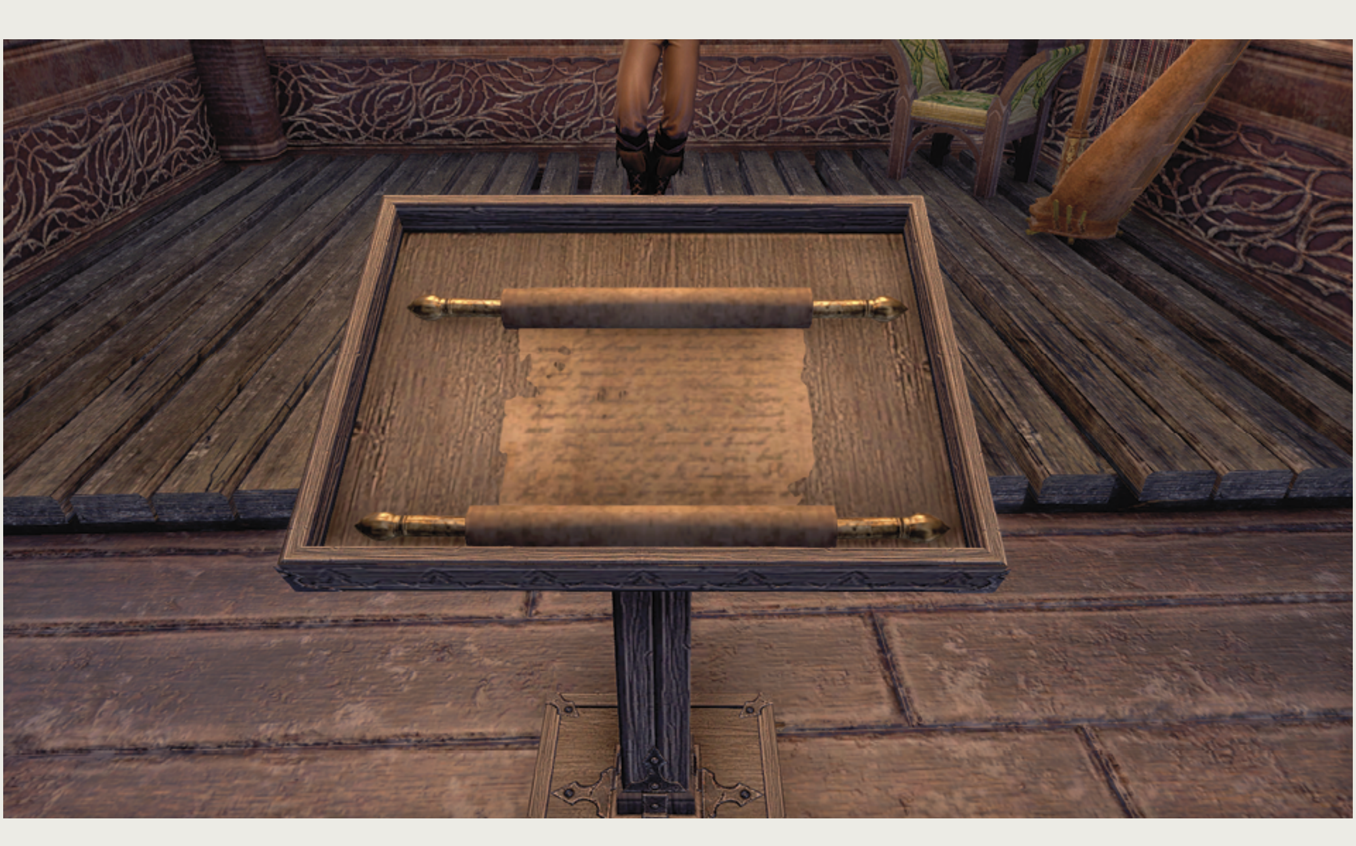
Head upstairs and speak with Clever. She'll ask you to be the announcer for her act. Stand on the podium in front of her and select whatever dialogue options let your charismatic spirit soar. Once the performance is over, speak with her again. Any of the dialogue options will work, so don't worry about making a mistake.

TALK TO FEATHERMOTH

After finishing your conversation with Clever, turn around and enter the dance studio to find Feathermoth. Speak with him and he'll ask that you play the drums to the rhythm of his dance. Use the podiums in front of Feathermoth's stage to select each of the three different rhythms. If you want to know the solution, read the following note box.

FEATHERMOTH'S RHYTHM

Feathermoth will start his dance with a medium rhythm. He'll then transition into a slow rhythm, followed by a fast one. Use each podium to adjust the rhythm of your drumming whenever he calls out a change.



RETURN TO RINYDE

Exit the building and head back to Rinyde. When you arrive, you'll find Alchemy there instead of Rinyde. Speak with Alchemy. She'll ask you to point out who you think Rinyde's brother is. Getting the correct answer won't affect your quest reward, but it does offer some satisfying results. After speaking with Alchemy, head to the beach to find Rinyde. She'll ask you to reveal the identity of her brother. You choose whether to do this. Depending on what you decide, you'll be tasked with either lying to or warning Alchemy.

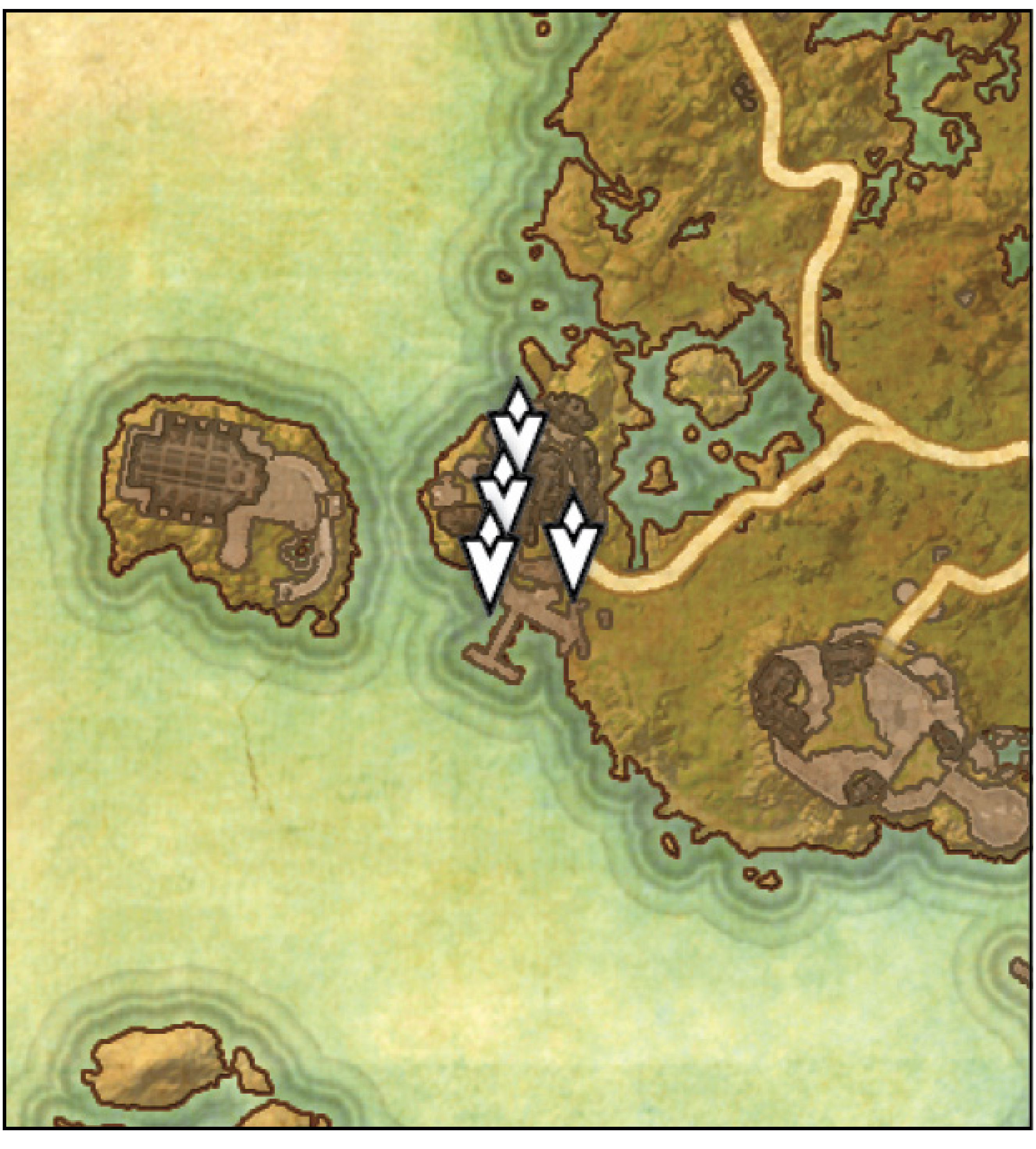
Head back to the theater to issue your warning or lie. If you choose to warn them of Rinyde's scheme, you'll have to go onstage and perform. If you lie, you'll need to stand in front of the stage and watch Rinyde enact her plan.

From here you'll be asked to speak with a certain character and make a decision for them on how to handle wrapping up this situation. Select the choice you feel is the right answer, then head back to the beach and tell Rinyde your decision. You'll be awarded a Chapeau of Revels for your troubles.

Side Quests

Murder in Lillandril

- **Location:** On the north side of Lillandril



- **Quest-giver:** Vivienne Muric

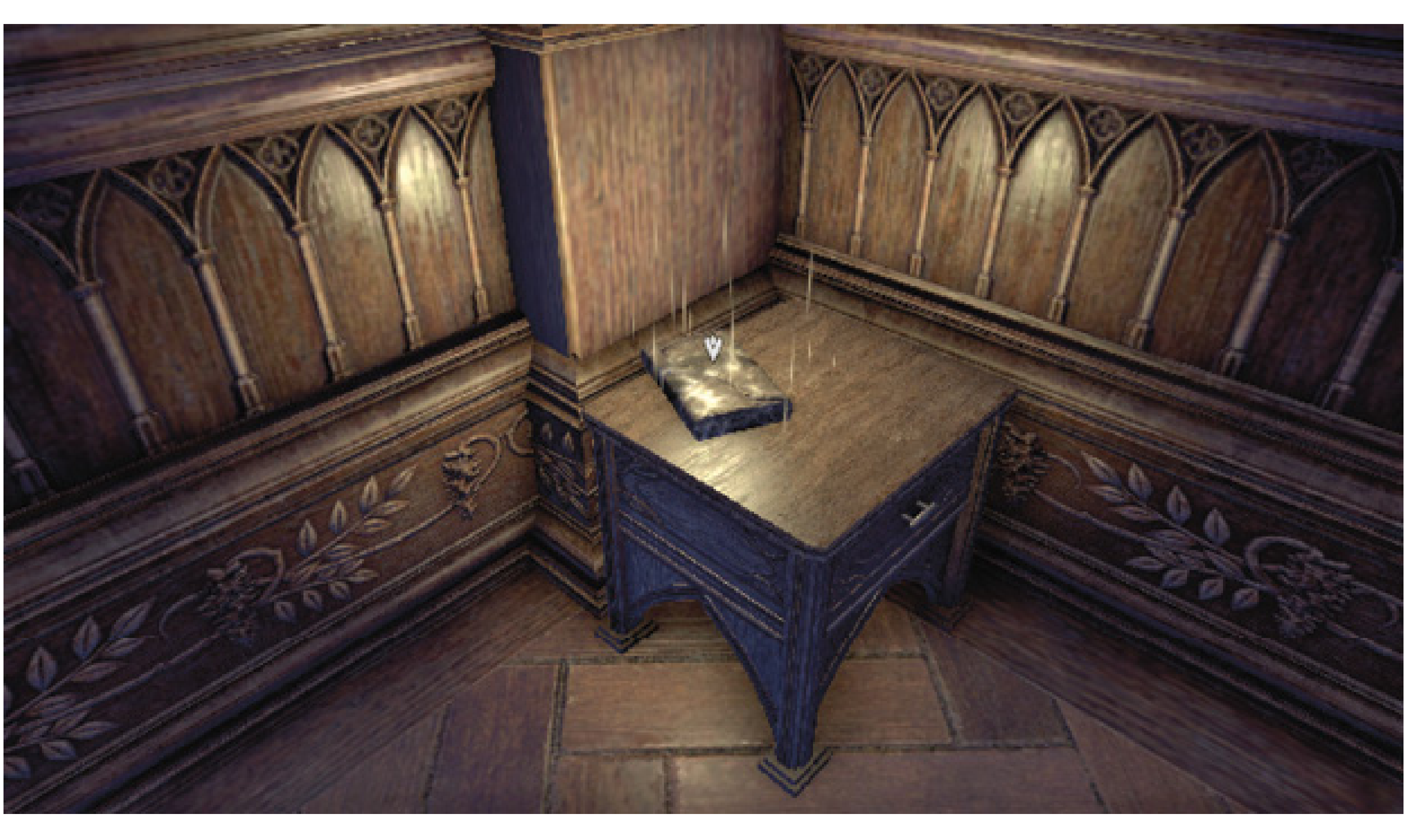
Description: The Sapiarchs are convinced that Vivienne Muric's best friend committed murder most foul—though, he certainly didn't help his case when he told them that he's the guilty party. Vivienne claims that her friend is a pacifist, which makes his confession all the more confusing. Get to the bottom of this strange case and find out what's really going on.

SPEAK WITH EMILE

After speaking with Vivienne, enter the Fighters Guild. Head through the second door on the right and speak with Emile. Afterward, speak with Calawende just outside Emile's room.

ENTER GALIDOR'S ROOM

Exit the Fighters Guild and head to the Shrewd Brew inn on Lillandril's east side. Go to the top floor and examine the items in Galidor's room. Note the words in all capital letters in each of his writings. Once you've examined all three, head to the room's southern corner and investigate Galidor's Warded Ledger. You'll need to use clues from the three letters to break through Galidor's ward. We'll leave the code cracking to you, but if you want to get right to the point, read the "Breaking Galidor's Ward" note for the solution.



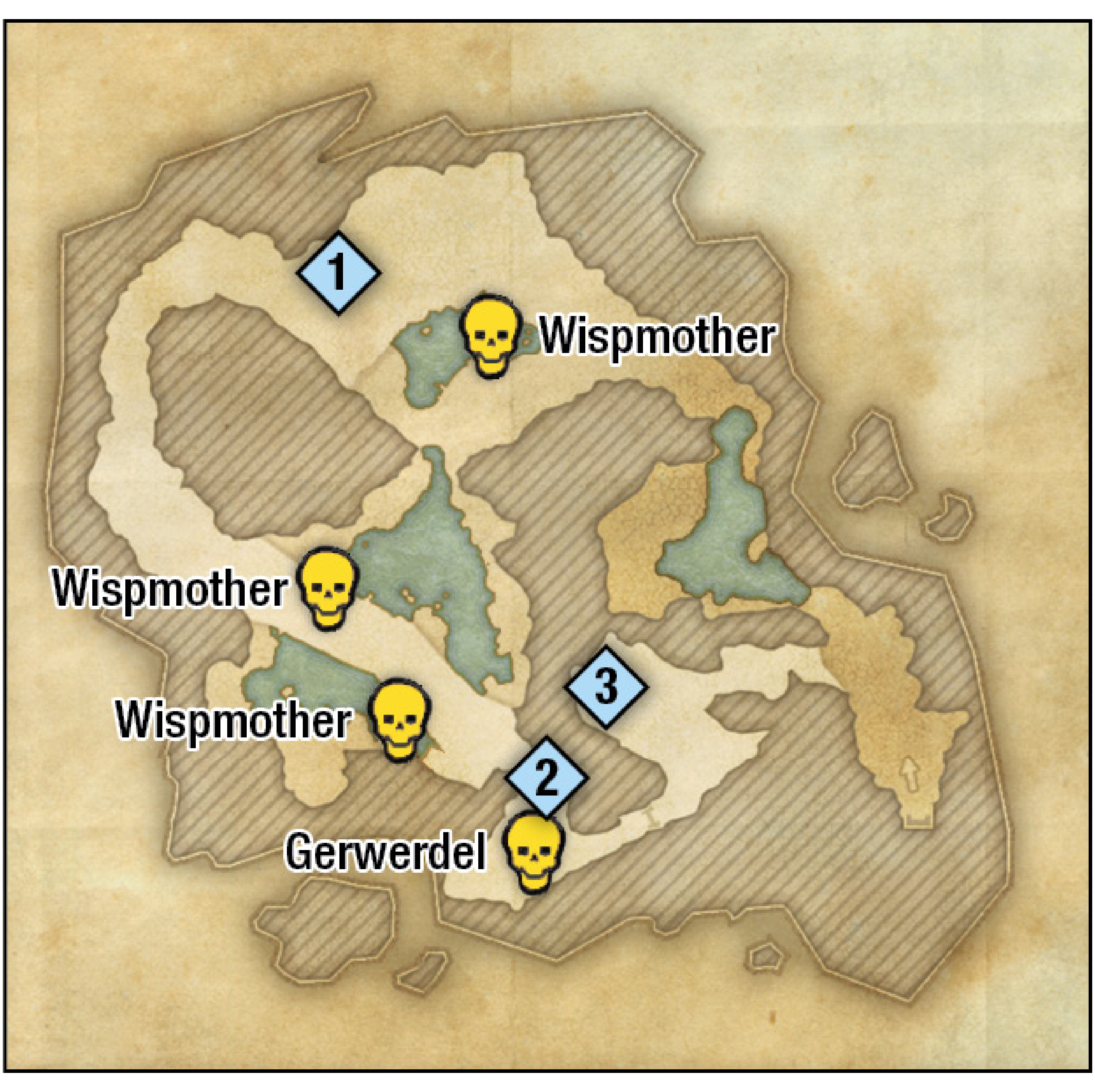
BREAKING GALIDOR'S WARD

Each letter has a written number and word in capital letters. The word is part of the password and the number is the order it needs to be selected in to open the ledger. The password is: Mischief for Money

After you read the ledger, exit the building and speak with Calawende, who is conveniently waiting out front.

Make your way to the docks on the south end of Lillandril. Look for Milerond, Emile's arresting officer. After speaking with Milerond, make your way along the beach southeast to the Saltbreeze Cave.

SALTBREEZE CAVE



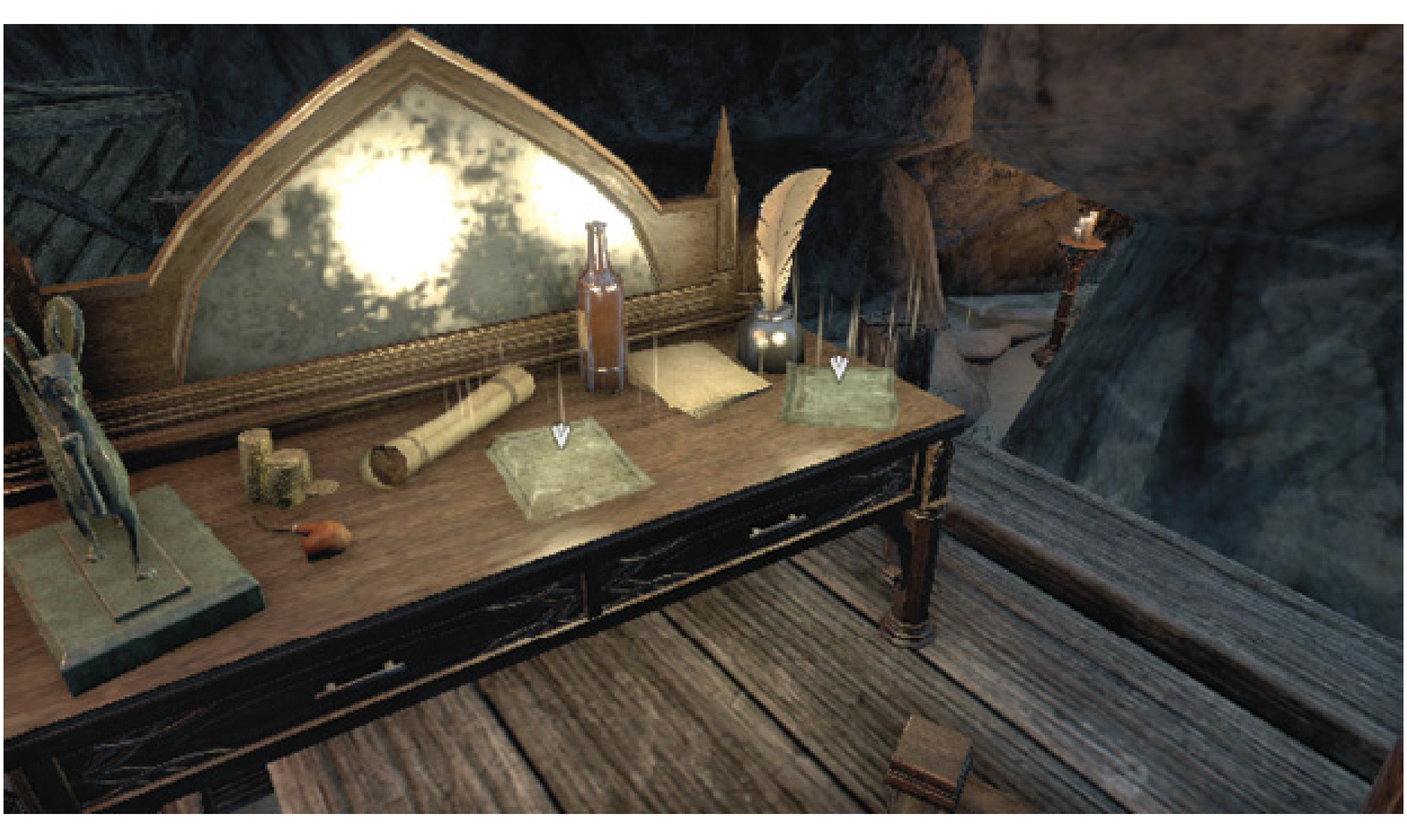
Saltbreeze Cave is a pretty simple place to get around enemy-wise, but you will need to be on constant alert to avoid bumping into the handful of Wispmothers that inhabit its waters. To reach the objective, stick to the east wall and wrap around the entire horseshoe-shaped cave.

GERWERDEL

Once you arrive at the objective marker, you must defeat a warrior clad in what appears to be stone. She may be an elite enemy, but she only has a standard warrior's skill set. Just keep your eyes open for AoE attacks and you'll be fine. Everything she does is heavily telegraphed, so you'll have more than enough time to move out of the way when the time comes.

Once you defeat her, investigate the Sapiarch's Chest in the corner of the room. Now enter the door on the room's opposite side to reach the Sapiarch's Laboratory. A woman named Norasea is on the room's far side. Speak with her.

Search the room for Haladan's notes, then leave Saltbreeze Cave and head back to Emile.



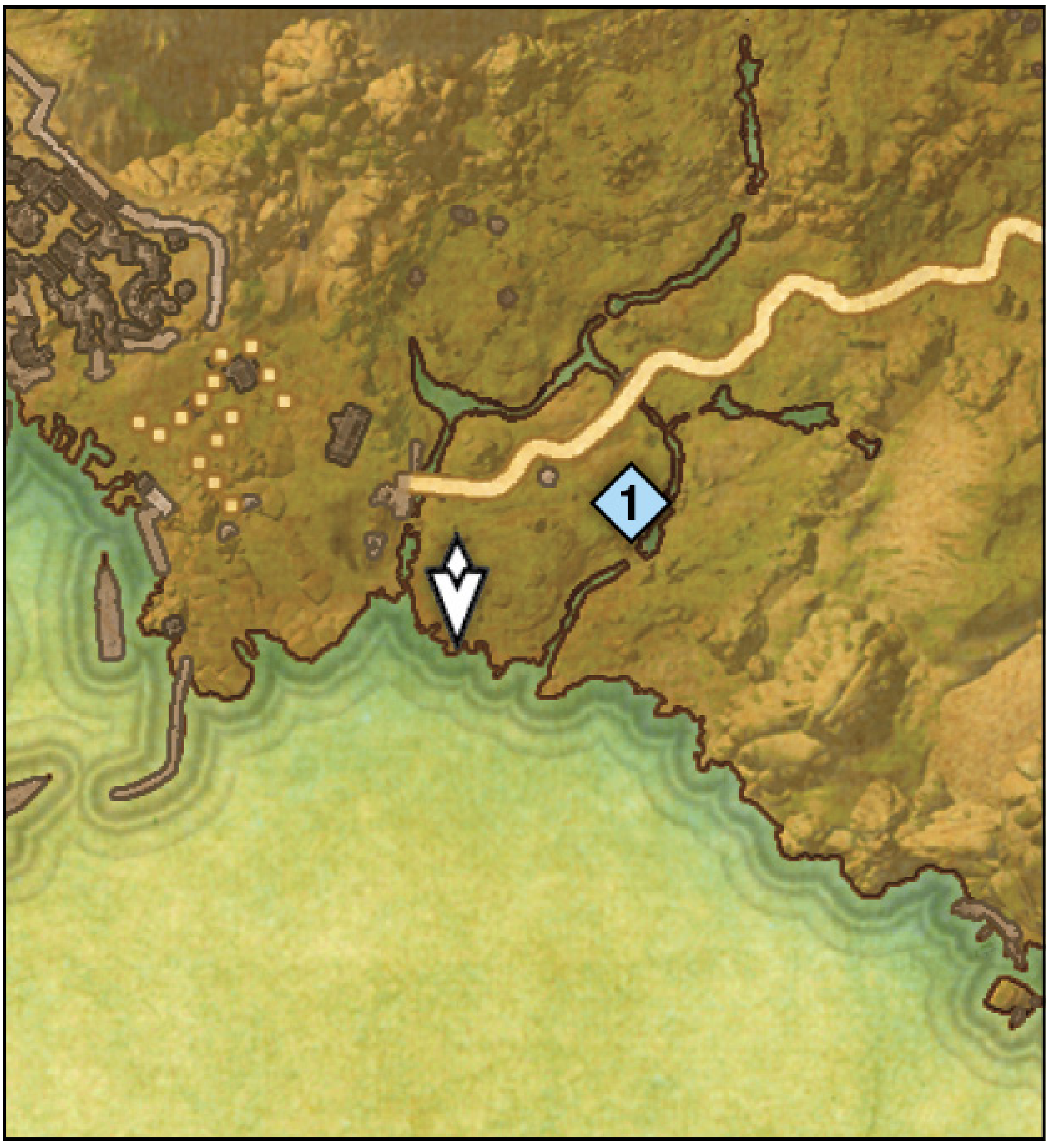
You'll be given the choice on how to wrap up this quest. If you're struggling with the decision, you can speak with both Vivienne and Calawende to get views on both sides of the situation. Ultimately the choice is yours. Speak with Emile to let him know what choice you've made.

SPEAK WITH SAPIARCH SORATURIL

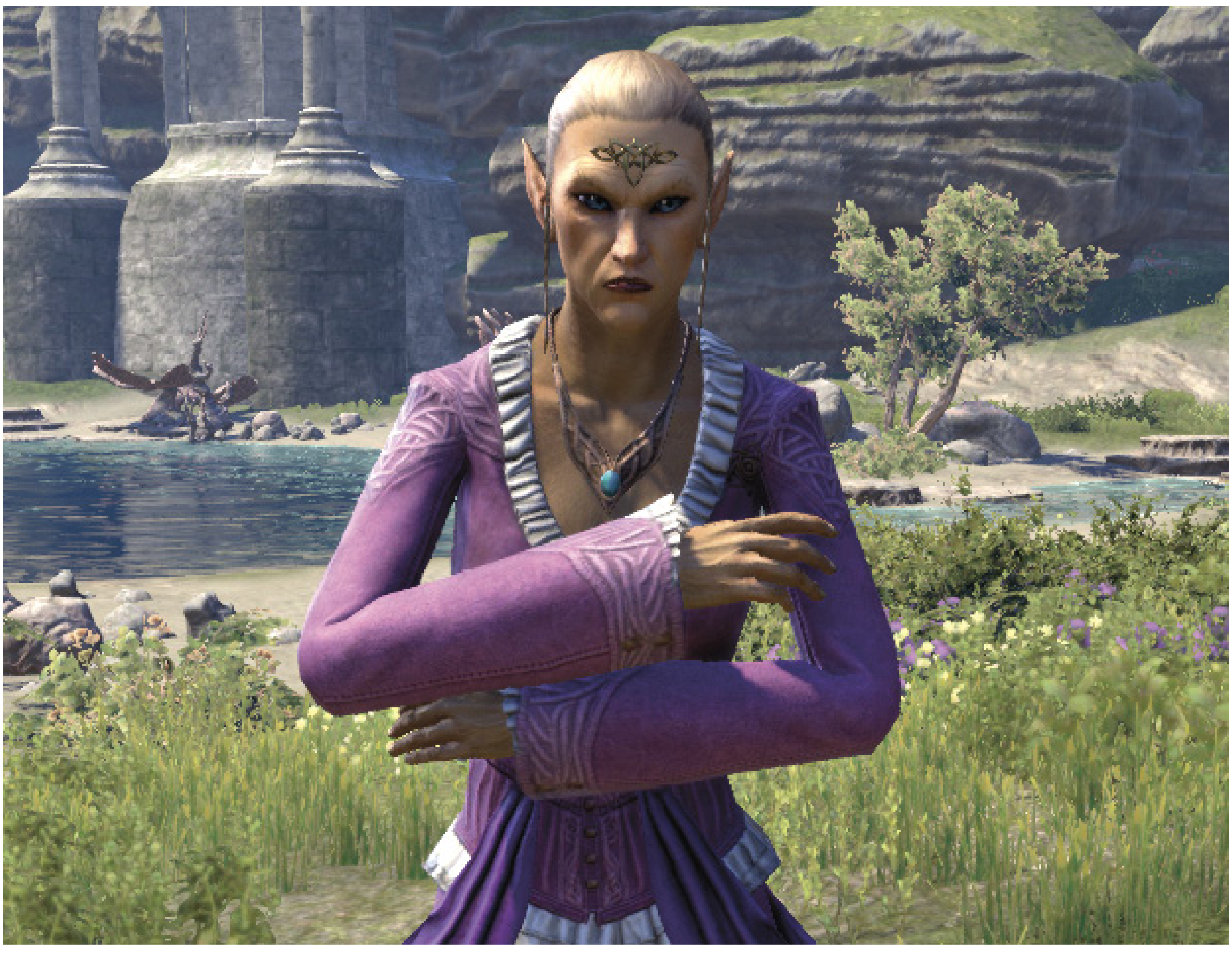
After speaking with Emile, talk to Sapiarch Soraturil to let him know the results of your investigation. You'll receive Fallen Scholar's Epaulets for your efforts.

Obedience Issues

- **Location:** On the southern end of Summerset, south of Sunhold and the Sunhold Wayshrine



- **Quest-giver:** Kinlady Ilunsare



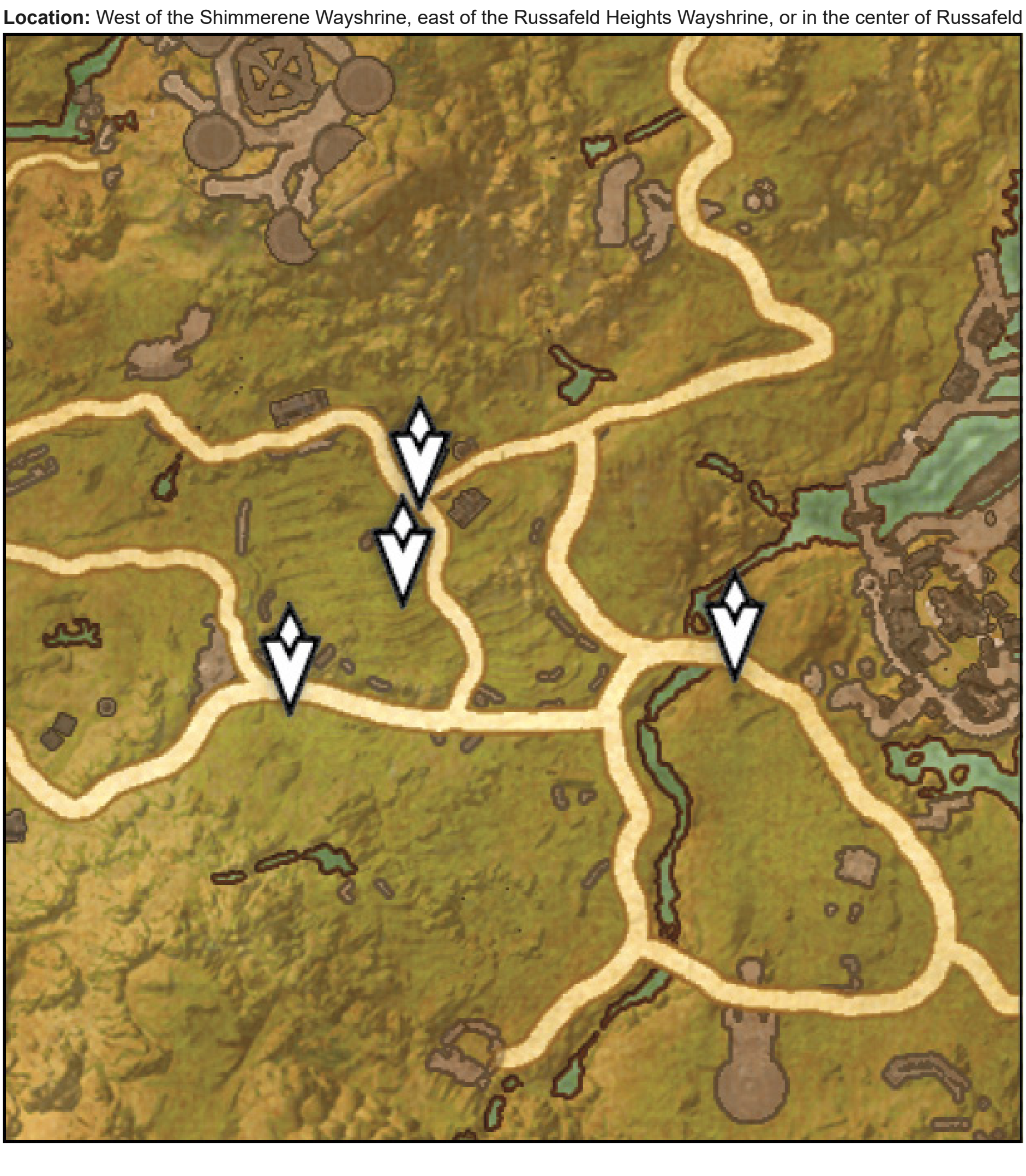
Description: During a leisurely stroll along the beach, Kinlady Ilunsare's prized pet took off and her husband went chasing after her. Neither have come back and Ilunsare has grown tired of waiting. See if you can find them and bring them back.

FIND DURELL AND EUSTASIA

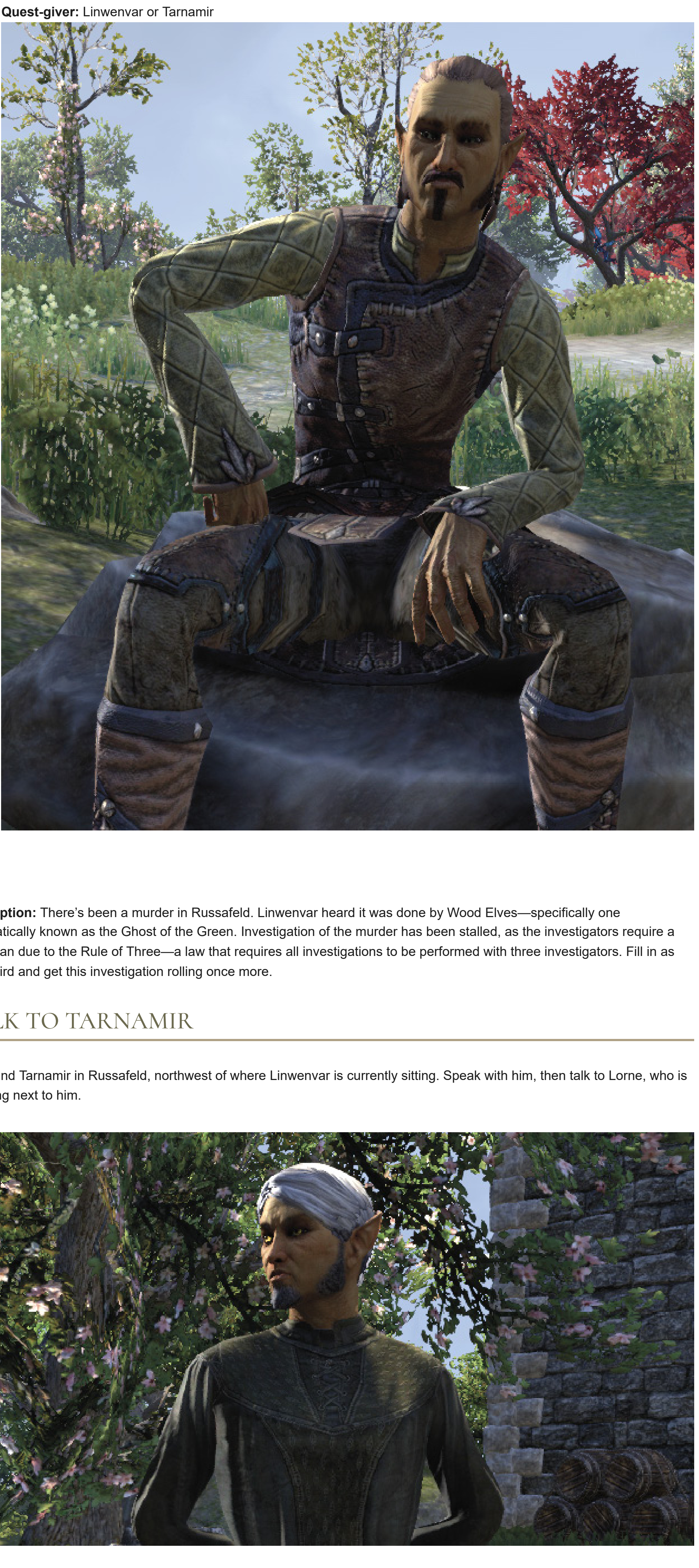
Head north to Sunhold Wayshrine to start looking for the missing pair. You find them together just east of the wayshrine. Inspect both of them, then head back to the Kinlady.

Old Wounds

- **Location:** West of the Shimmerene Wayshrine, east of the Russafeld Heights Wayshrine, or in the center of Russafeld



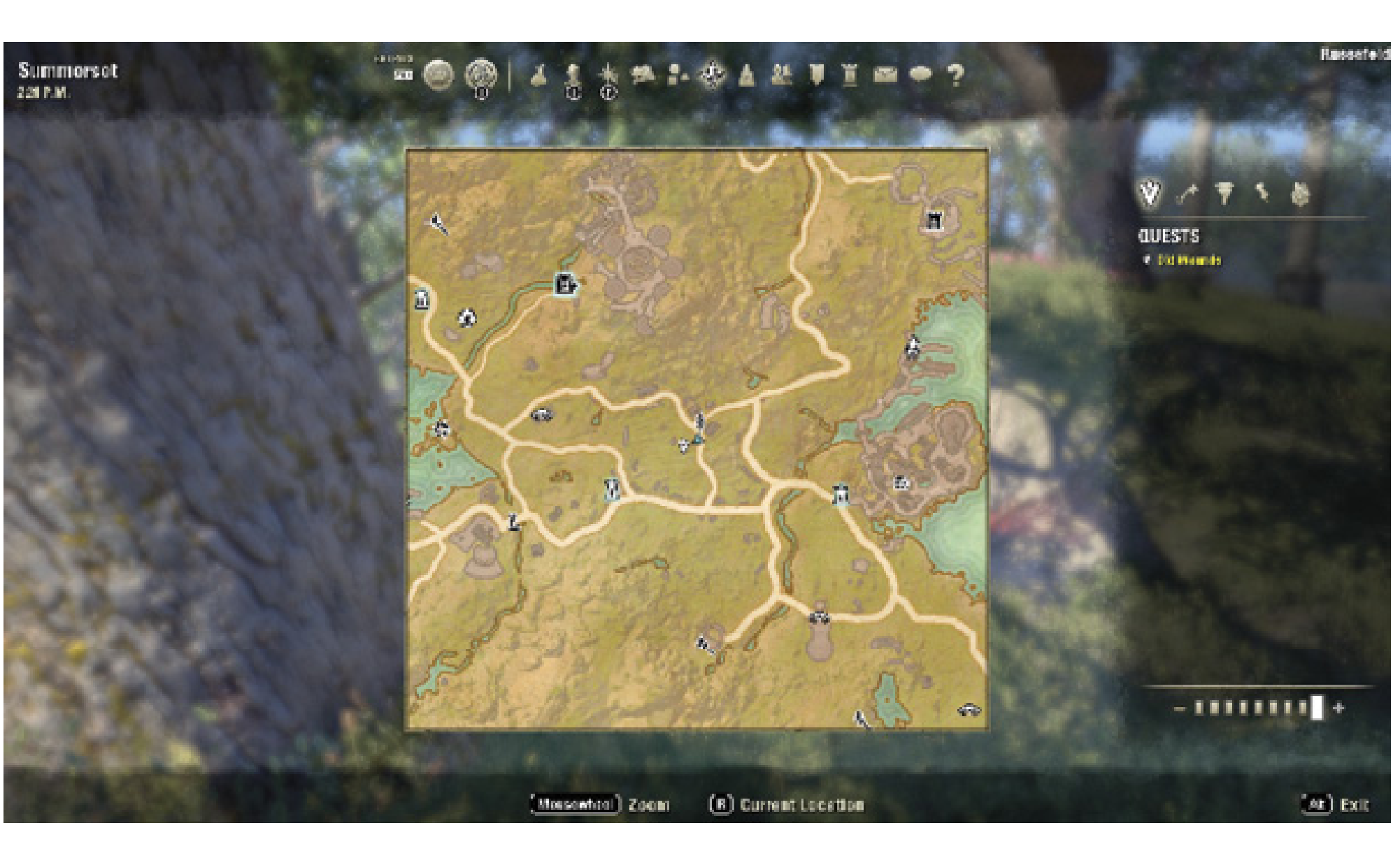
- **Quest-giver:** Linwenvar or Tarnamir



Description: There's been a murder in Russafeld. Linwenvar heard it was done by Wood Elves—specifically one enigmatically known as the Ghost of the Green. Investigation of the murder has been stalled, as the investigators require a third man due to the Rule of Three—a law that requires all investigations to be performed with three investigators. Fill in as their third and get this investigation rolling once more.

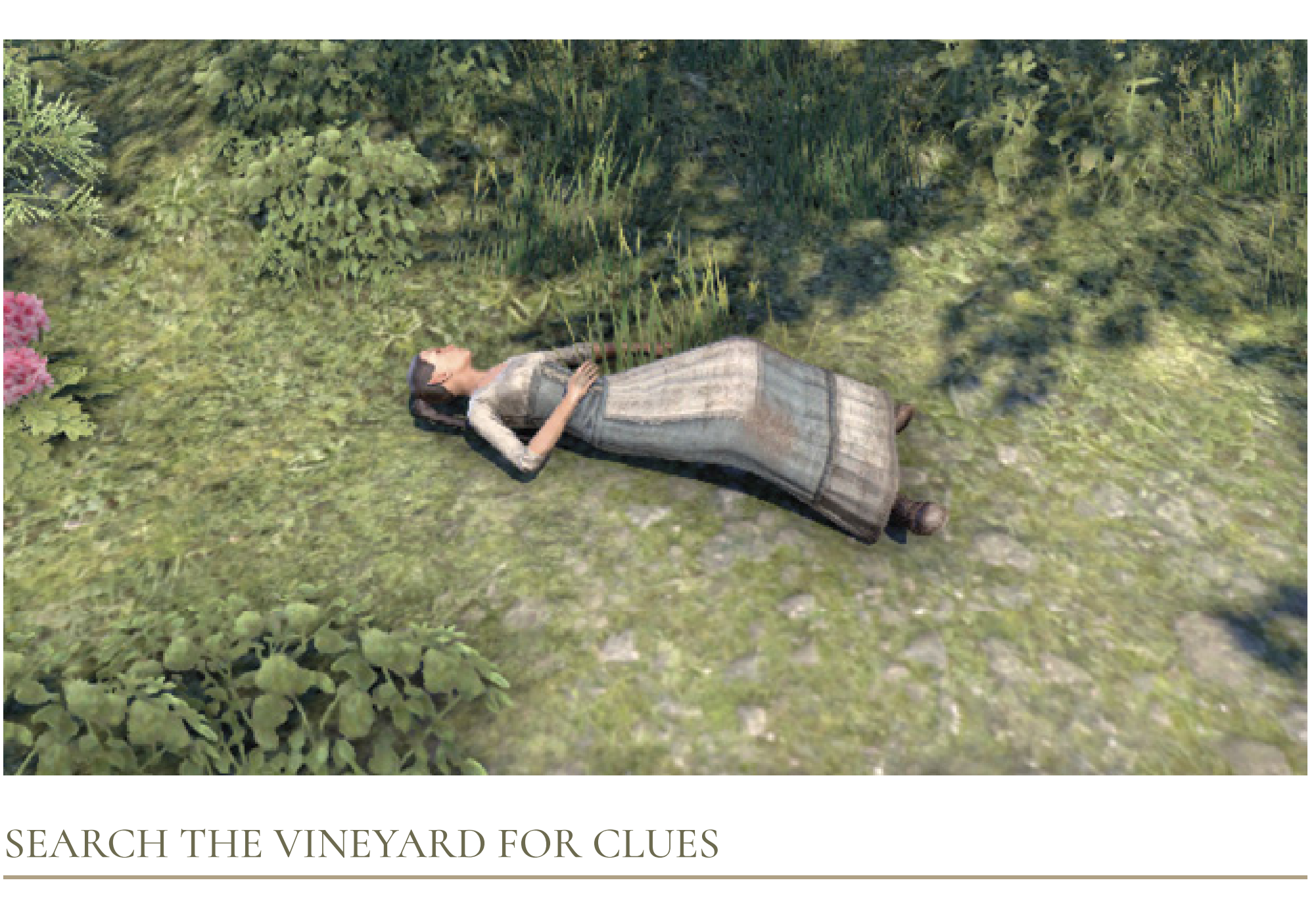
TALK TO TARNAMIR

You'll find Tarnamir in Russafeld, northwest of where Linwenvar is currently sitting. Speak with him, then talk to Lorne, who is standing next to him.

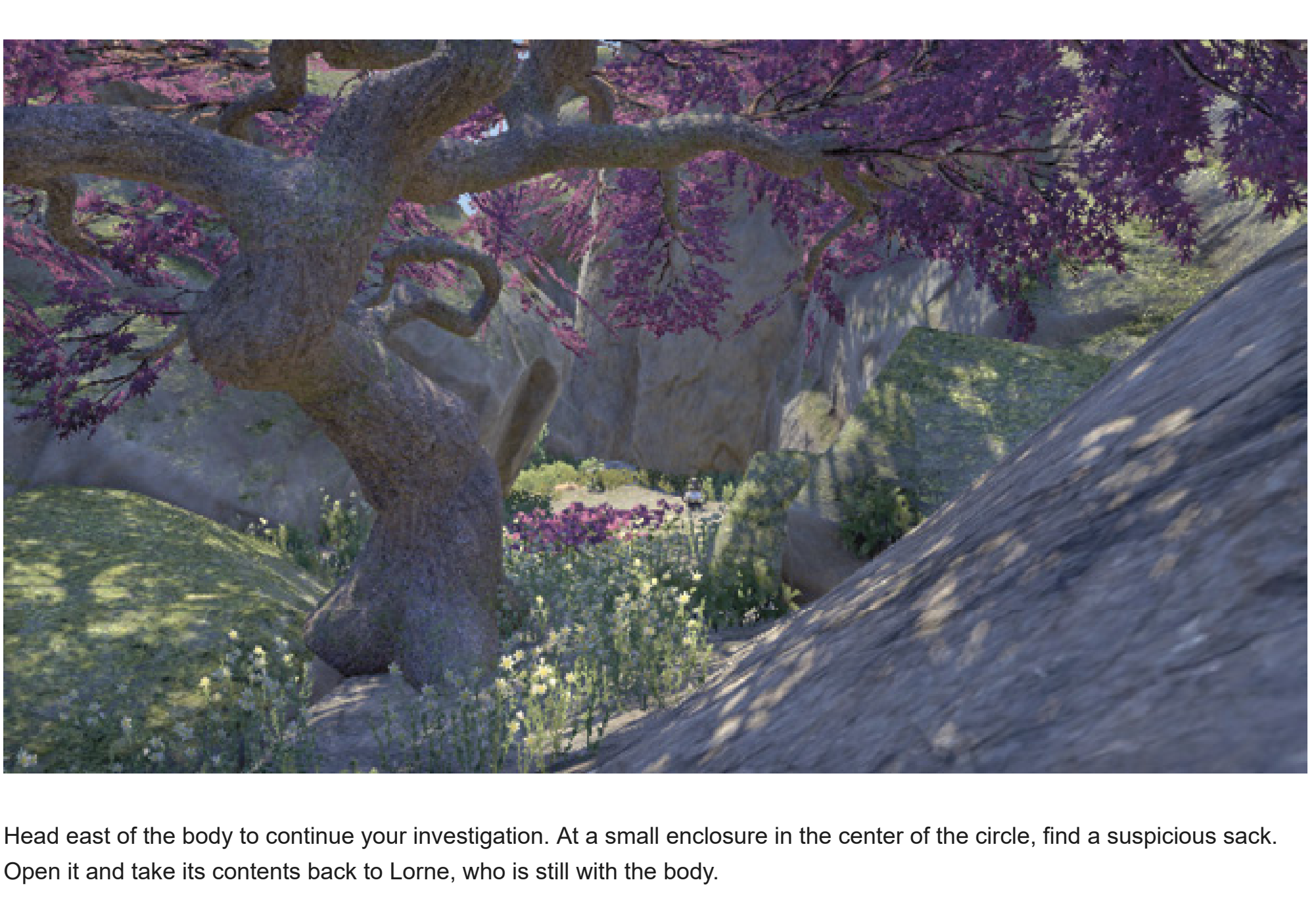


SEARCH THE FIELDS

You can question three of the bystanders in the area to get more information on this case. Once you're done, head southwest to the objective marker to begin your search.

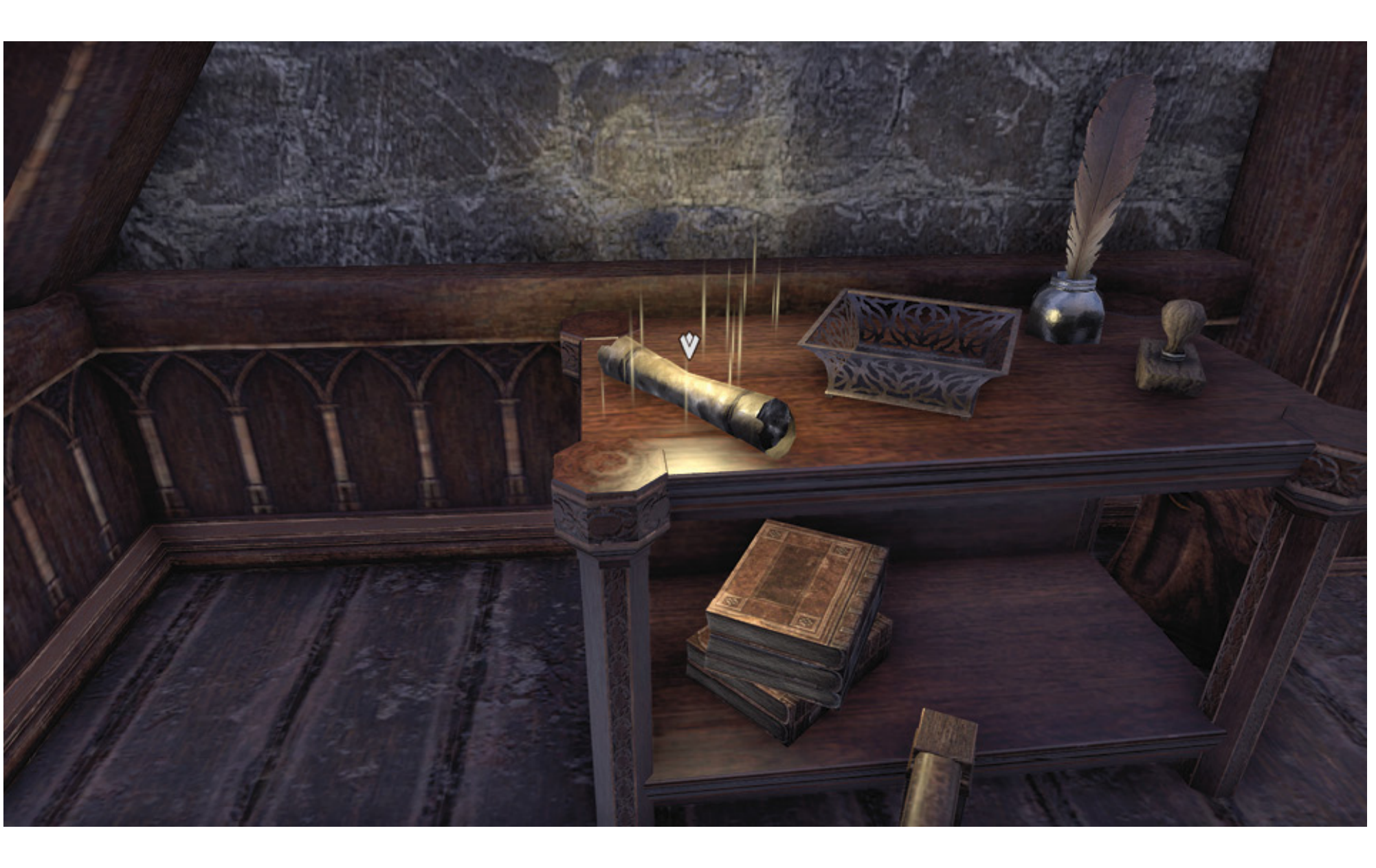


The body is located near the center of the circle on an elevated plot of earth north of the grapevines. Once you've found it, whistle to call the others to your location.



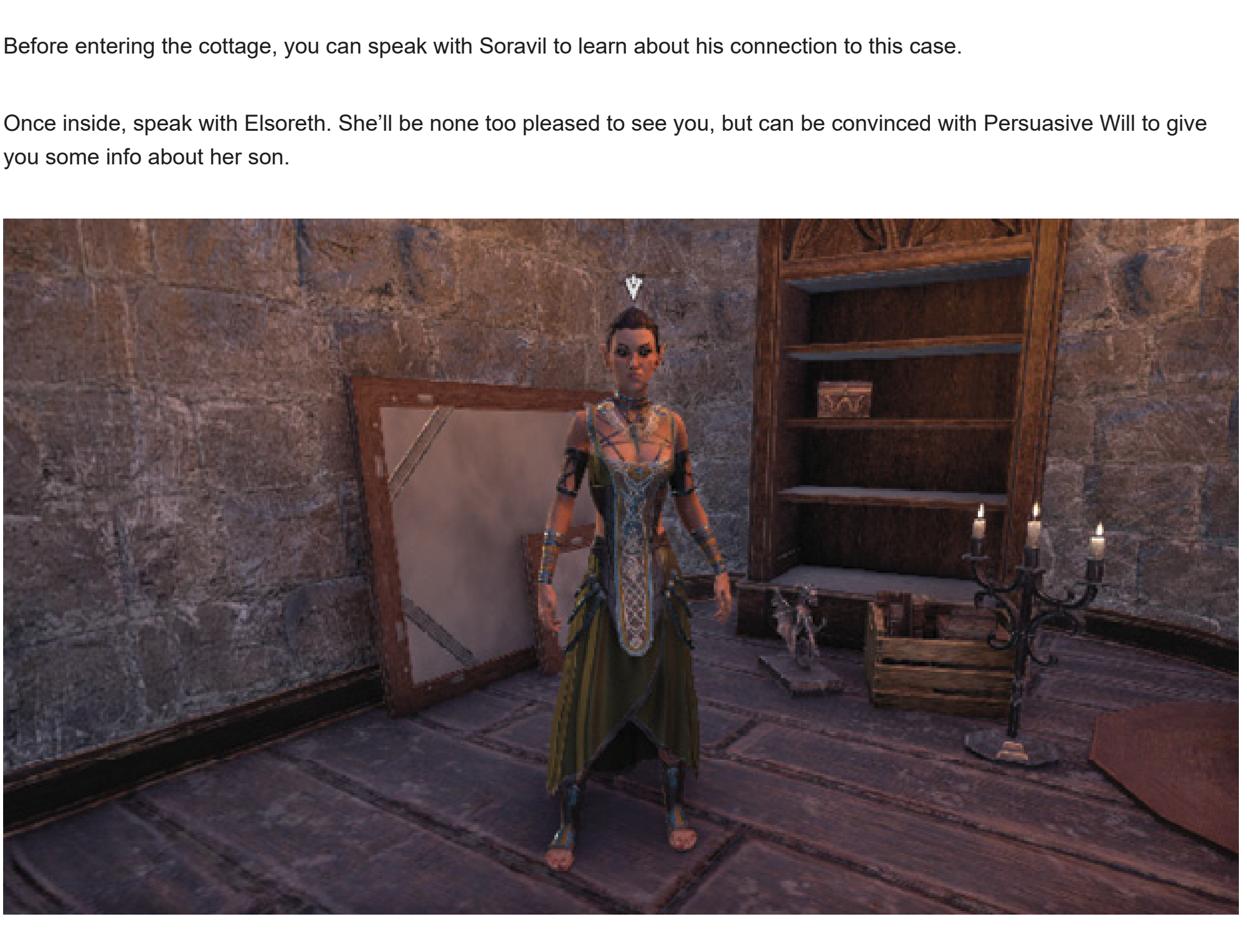
SEARCH THE VINEYARD FOR CLUES

Head east of the body to continue your investigation. At a small enclosure in the center of the circle, find a suspicious sack. Open it and take its contents back to Lorne, who is still with the body.



SEARCH HALIMORION'S VILLA

Head southwest of the body to find Halimorion's Villa. Once inside, go upstairs and read the letter on the desk in the back of the room.



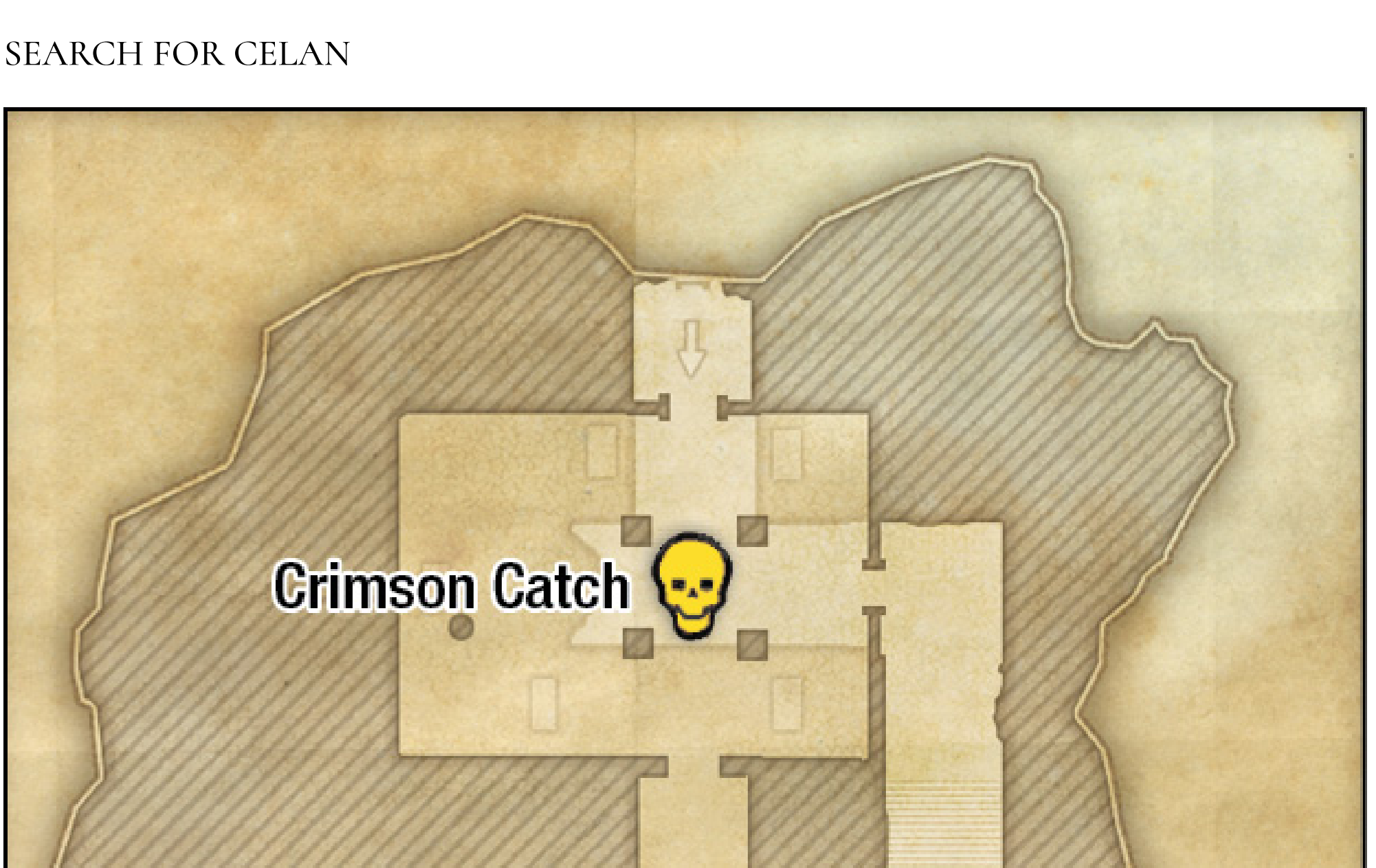
Exit the villa to find Lorne. Speak with her, then head east to the Wood Elf Cottage.

INVESTIGATE THE WOOD ELF COTTAGE

Before entering the cottage, you can speak with Soravil to learn about his connection to this case.

Once inside, speak with Elsoreth. She'll be none too pleased to see you, but can be convinced with Persuasive Will to give you some info about her son.

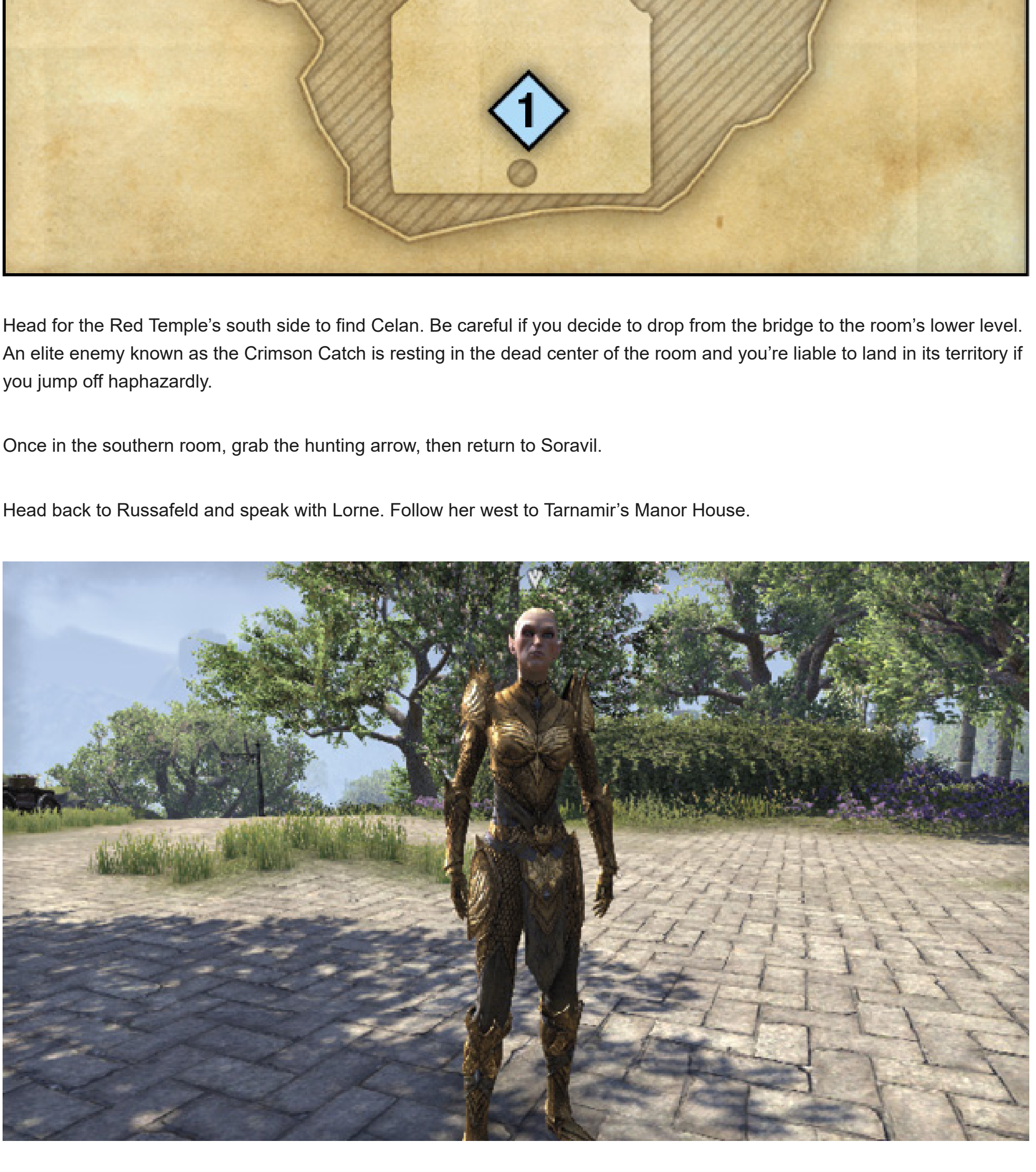
After speaking with Elsoreth, head upstairs and search her son Celan's room. Look under his bed to find his journal. Read it, then head back out and speak with Soravil.



He will suggest you investigate the nearby Red Temple for clues on Celan's whereabouts. Follow Soravil there, then head inside.

RED TEMPLE CATACOMBS

SEARCH FOR CELAN

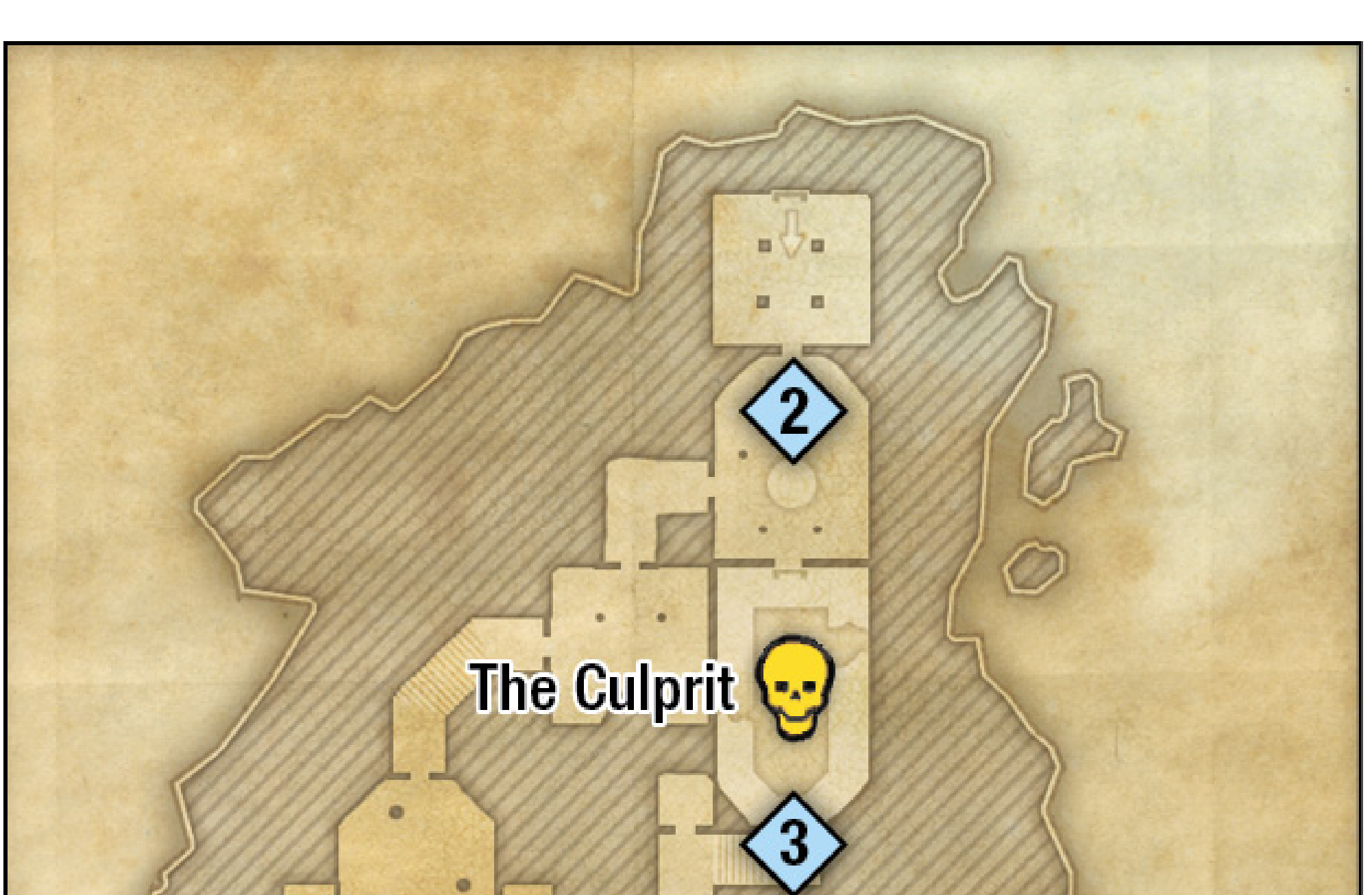


Head for the Red Temple's south side to find Celan. Be careful if you decide to drop from the bridge to the room's lower level. An elite enemy known as the Crimson Catch is resting in the dead center of the room and you're liable to land in its territory if you jump off haphazardly.

Once in the southern room, grab the hunting arrow, then return to Soravil.

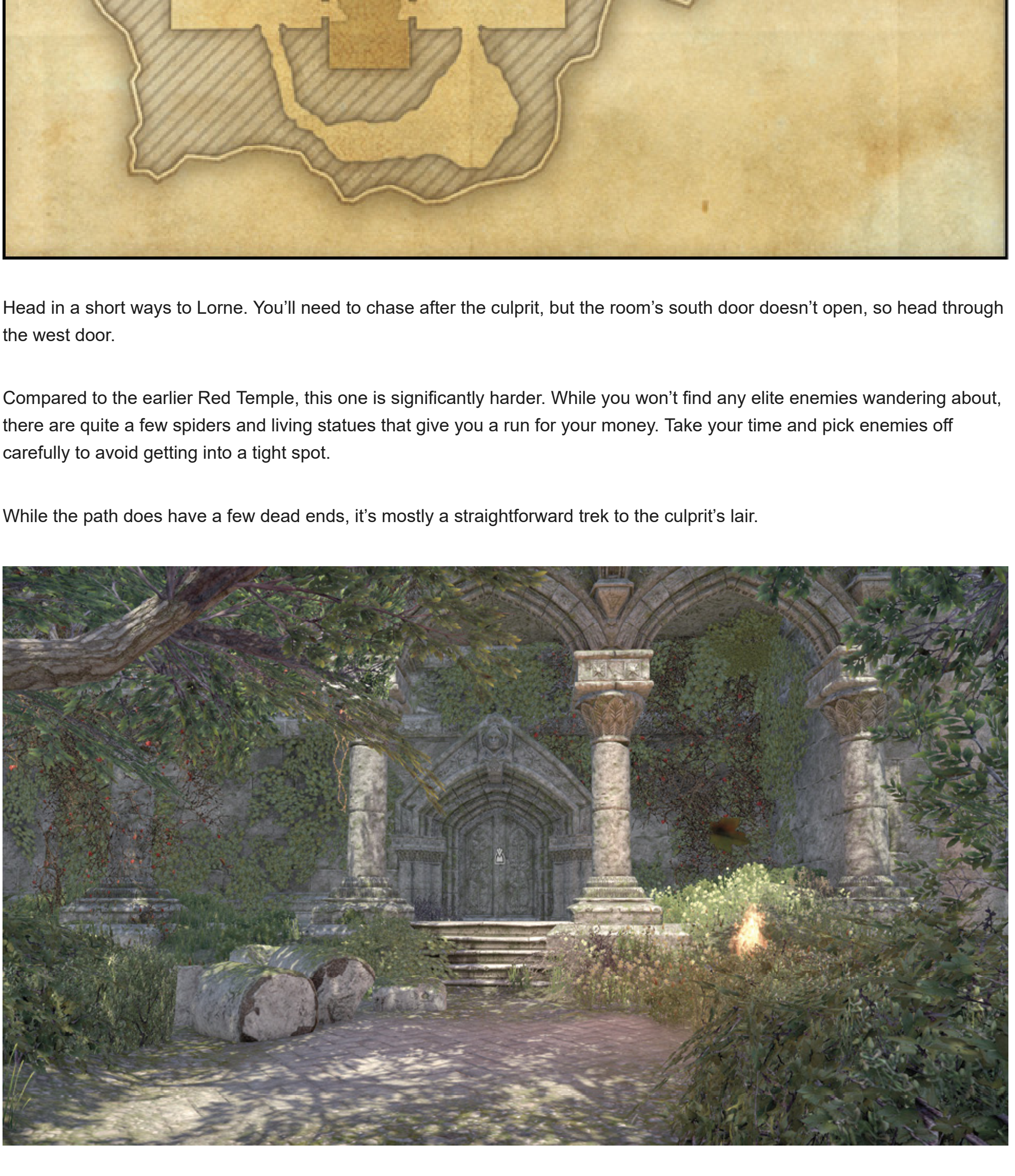
Head back to Russafeld and speak with Lorne. Follow her west to Tarnamir's Manor House.

Once inside, investigate the spot below the painting on the west wall. You'll find scratches that spell out a word. Speak with Lorne about the scratches, then watch her perform her spell.



Leave Tarnamir's house and head west. Find Lorne at the bridge leading to the entrance of the Red Temple Catacombs and speak with her again.

ENTER THE RED TEMPLE CATACOMBS

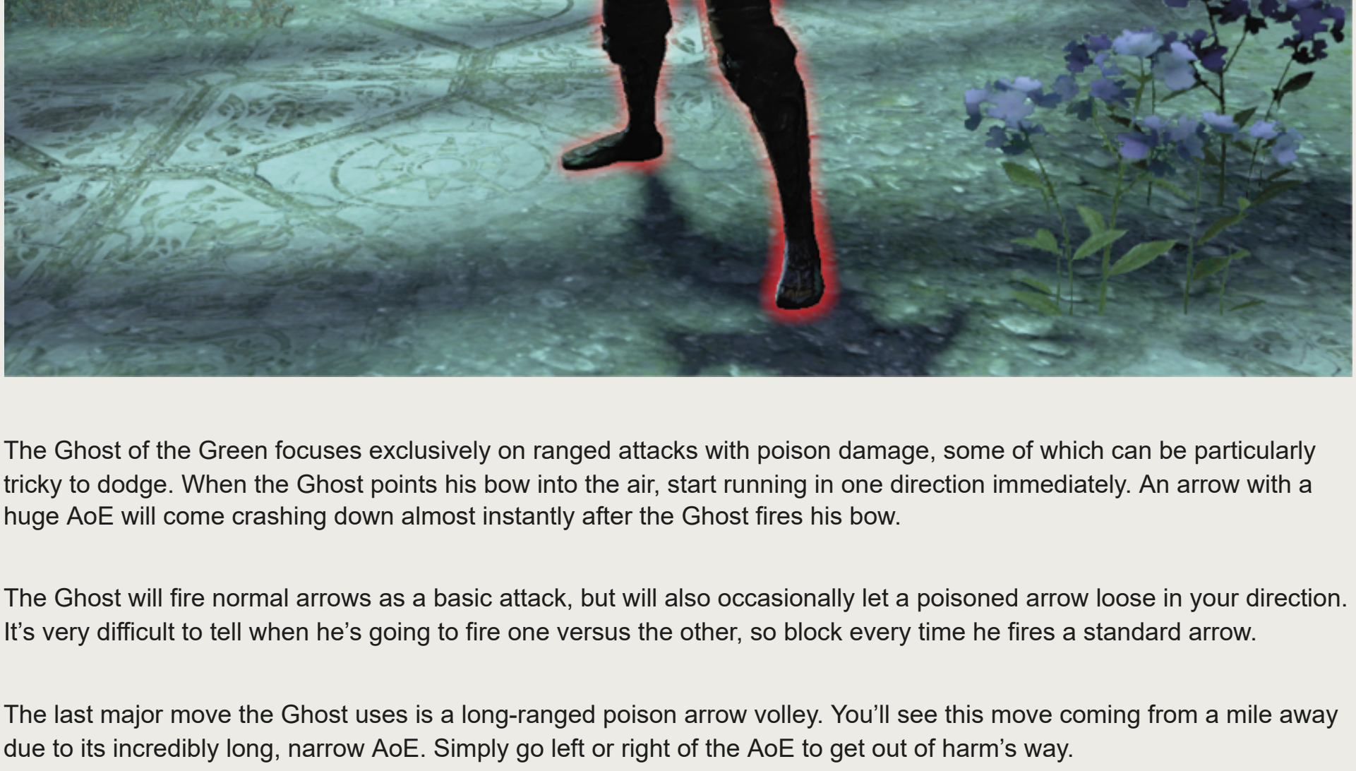


Head in a short ways to Lorne. You'll need to chase after the culprit, but the room's south door doesn't open, so head through the west door.

Compared to the earlier Red Temple, this one is significantly harder. While you won't find any elite enemies wandering about, there are quite a few spiders and living statues that give you a run for your money. Take your time and pick enemies off carefully to avoid getting into a tight spot.

While the path does have a few dead ends, it's mostly a straightforward trek to the culprit's lair.

GHOST OF THE GREEN



The Ghost of the Green focuses exclusively on ranged attacks with poison damage, some of which can be particularly tricky to dodge. When the Ghost points his bow into the air, start running in one direction immediately. An arrow with a huge AoE will come crashing down almost instantly after the Ghost fires his bow.

The Ghost will fire normal arrows as a basic attack, but will also occasionally let a poisoned arrow loose in your direction. It's very difficult to tell when he's going to fire one versus the other, so block every time he fires a standard arrow.

The last major move the Ghost uses is a long-ranged poison arrow volley. You'll see this move coming from a mile away due to its incredibly long, narrow AoE. Simply go left or right of the AoE to get out of harm's way.

Once you defeat the Ghost of the Green, head into the Red Temple foyer through the northern door and talk to Lorne.

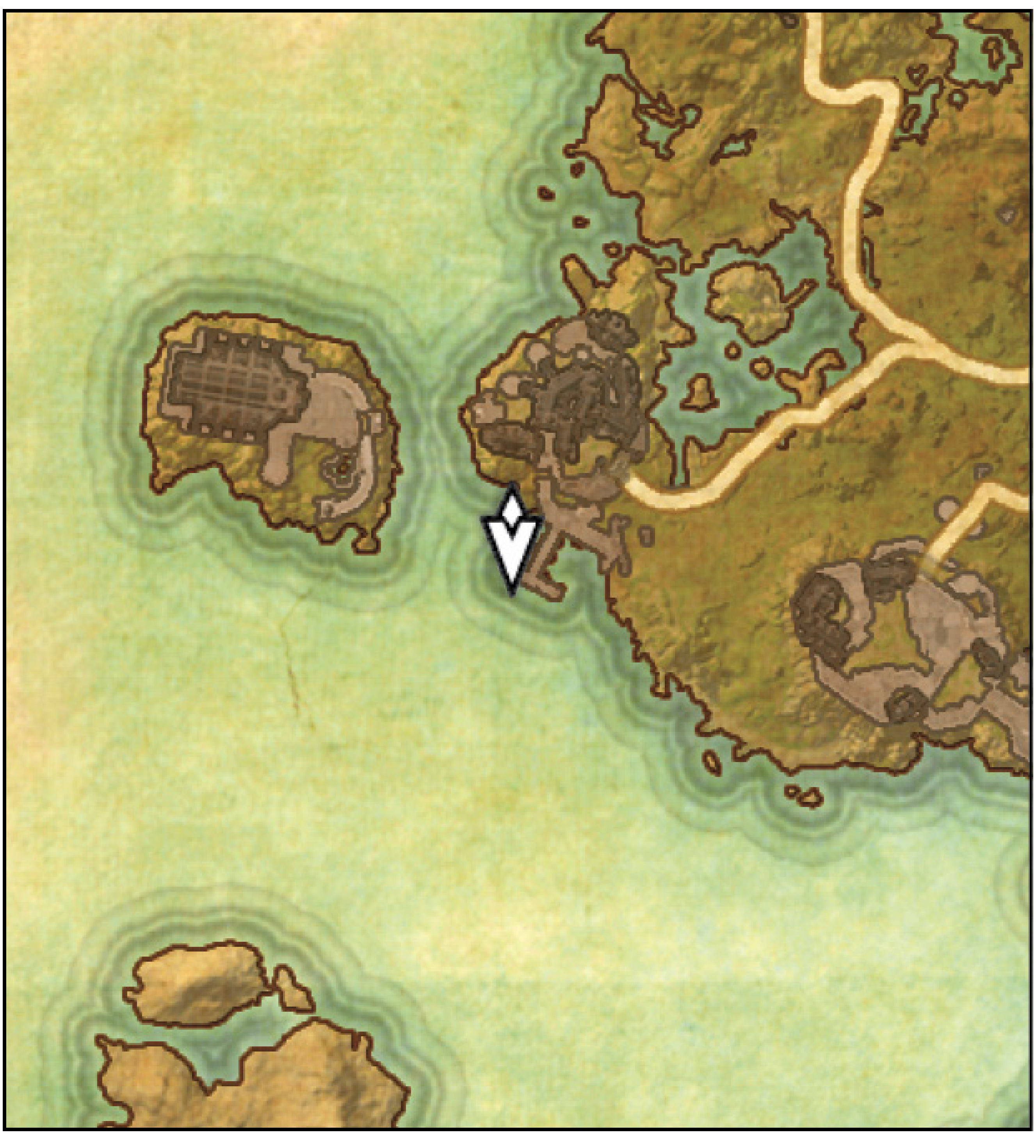
TALK TO ELSORET AT RUSSAFELD

Head back to Russafeld and speak with Elsoreth to complete this quest. Elsoret will give you a Ghost's Skullcap in hopes of never seeing it again.

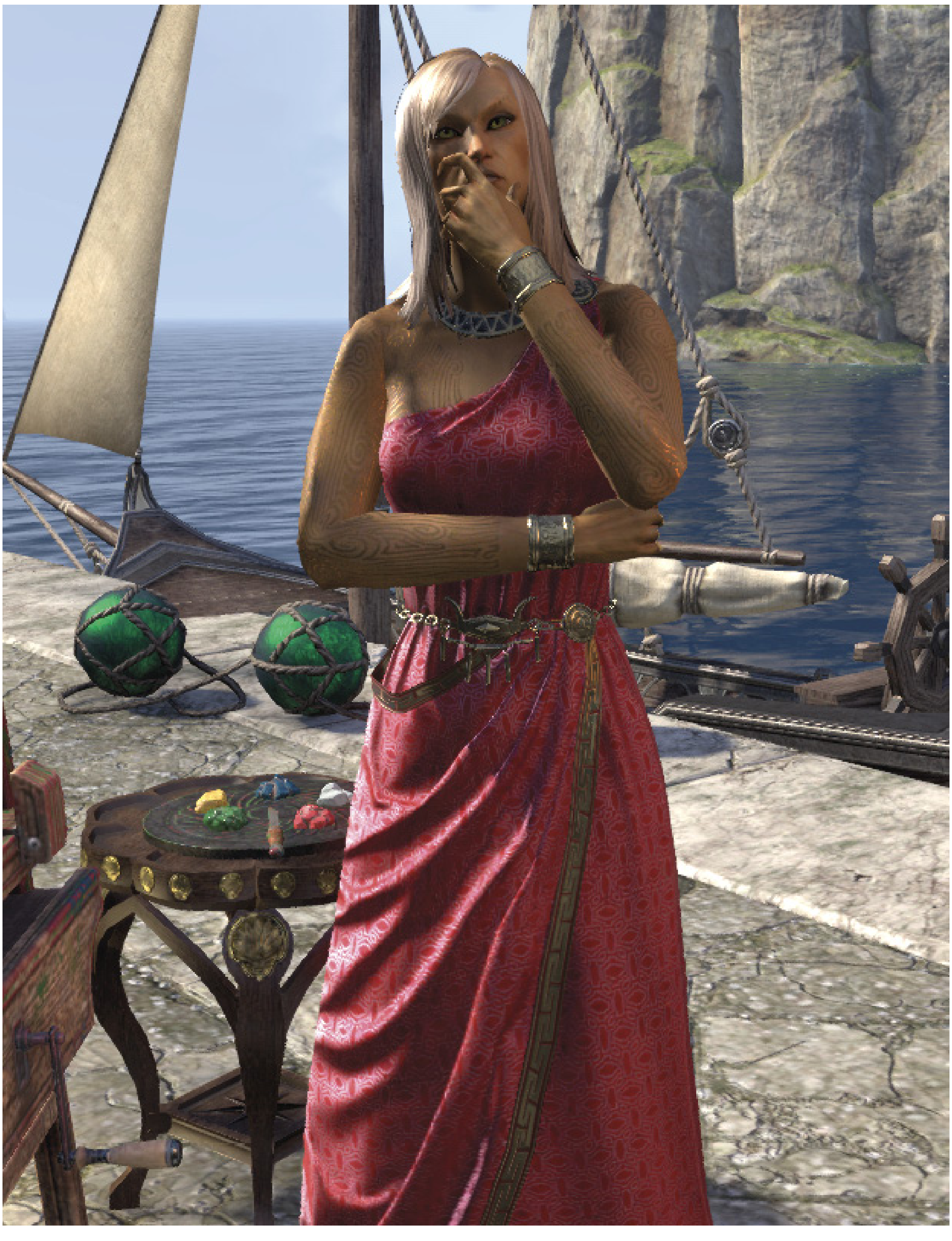
Side Quests

The Perils of Art

- **Location:** On the south docks in Lillandril



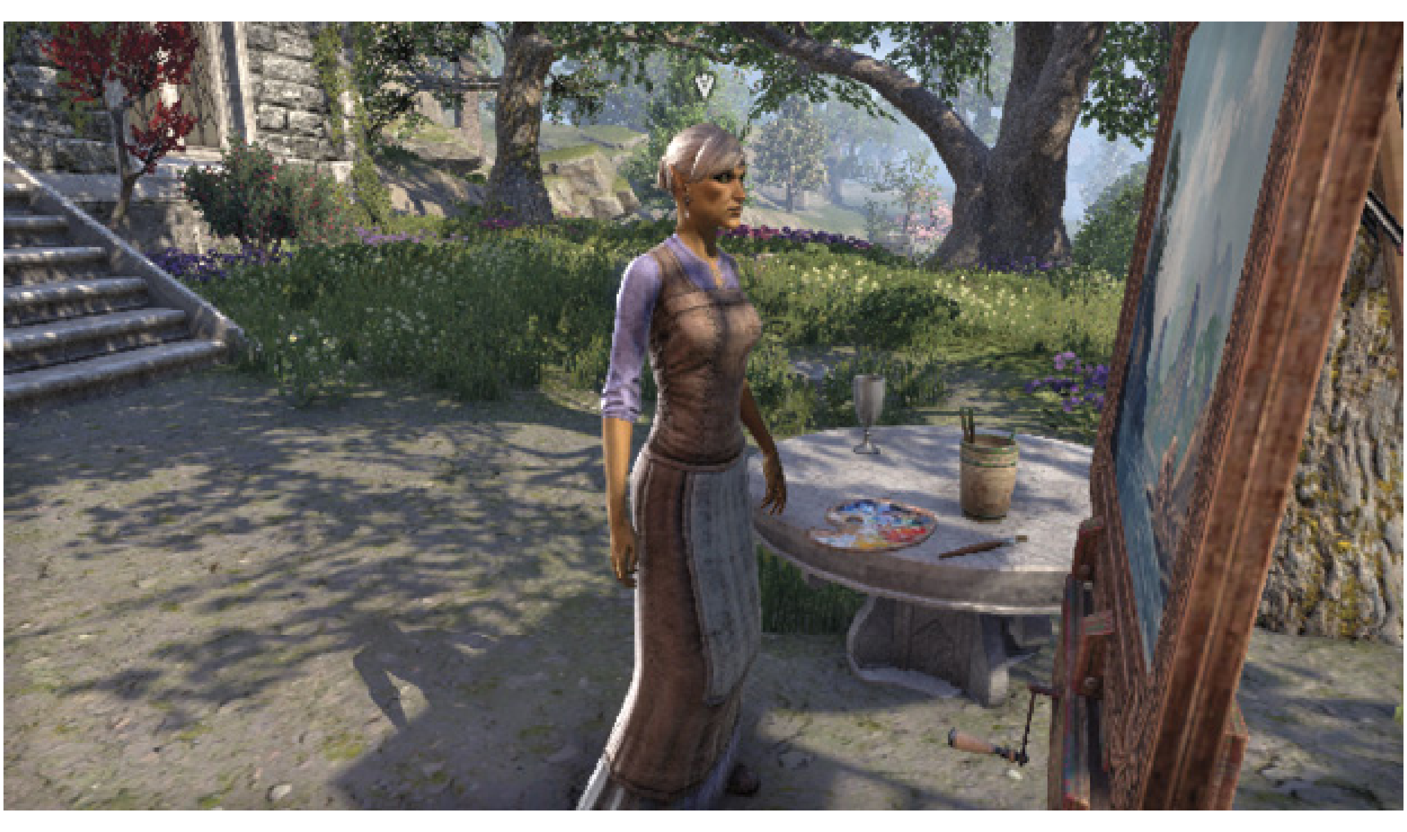
- **Quest-giver:** Tindoria



Description: Tindoria is crafting her finest work, or rather she would be if she had paint that fit her divine vision. Hurry along and find her the ingredients she needs for her paint. Art waits for no one!

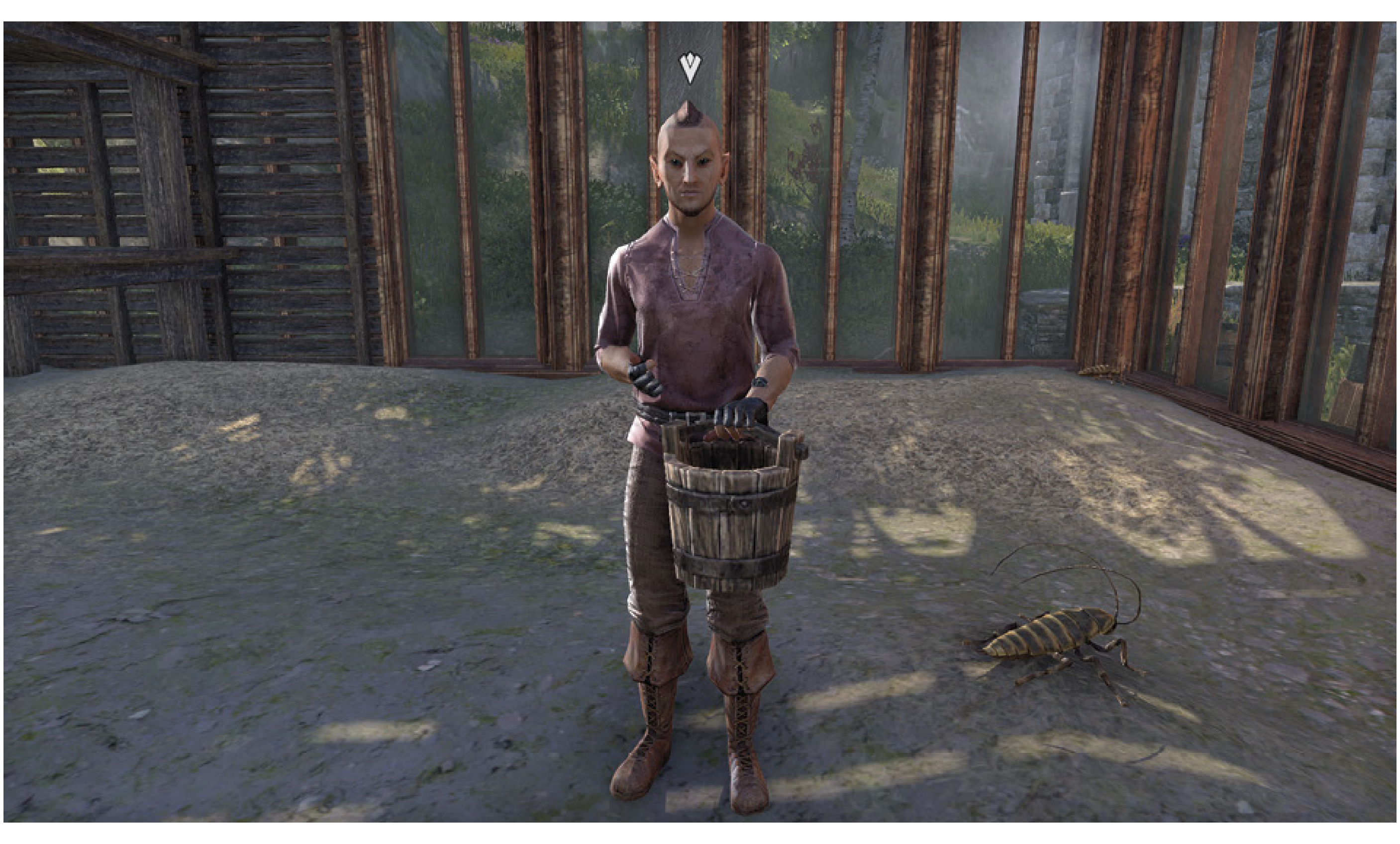
TALK TO HAENAMIL

Head to the center of Summerset, just south of Cloudrest to find Haenamil. Speak with her, then go to the lower east side of Summerset. Your next visit is to a Wood Elf named Brodran.

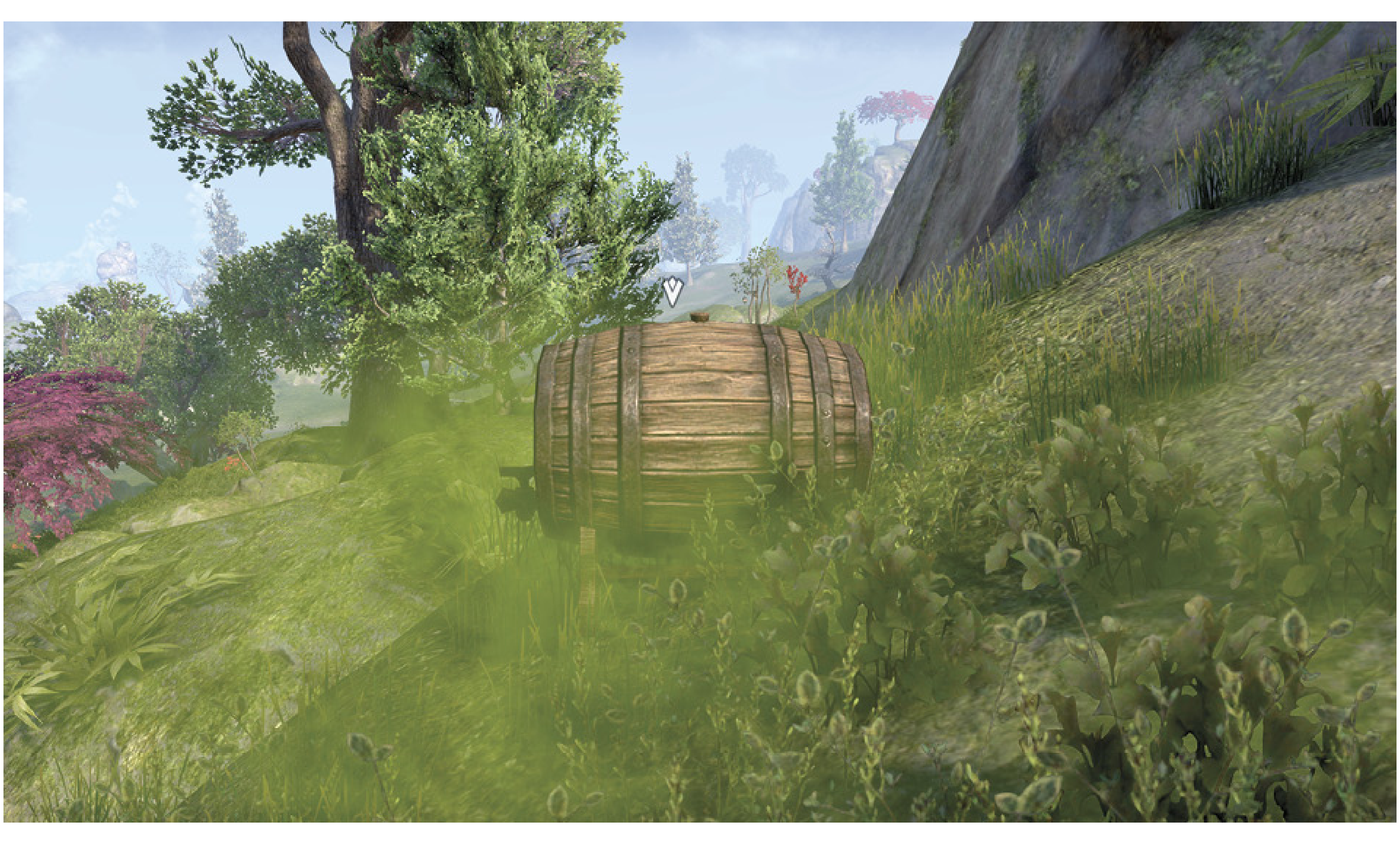


LOOK FOR SIGNS OF SABOTAGE

Brodran thinks someone is trying to sabotage his herd of Alavlin Beetles, giant insects that can be ground up and made into a marvelous shade of gray paint and dye. Head north of Brodran's house to look for any evidence of his claims.

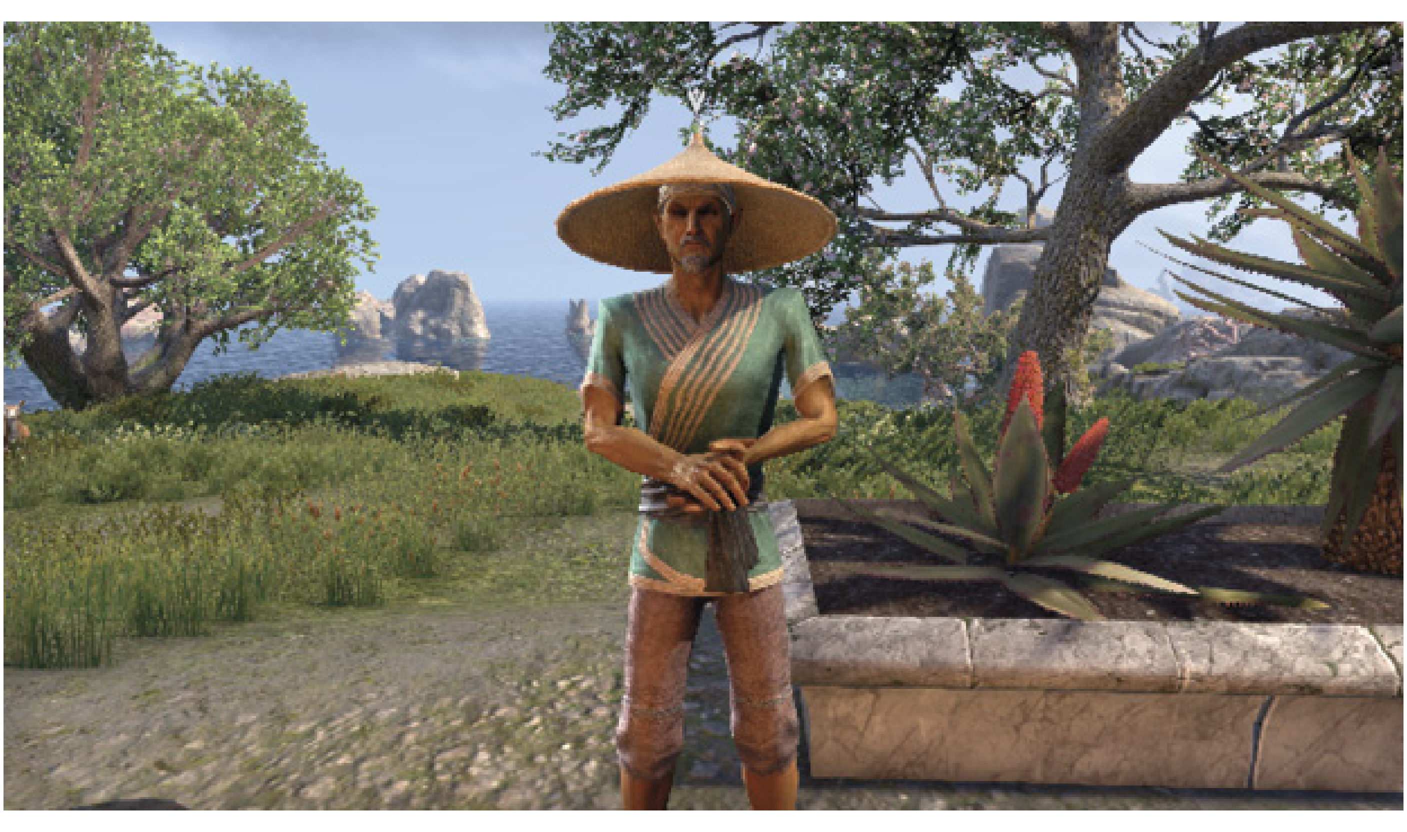


Once you arrive, speak with Coreyon and then destroy the Pheromone Barrel behind him. Return to Brodran and share your discovery.

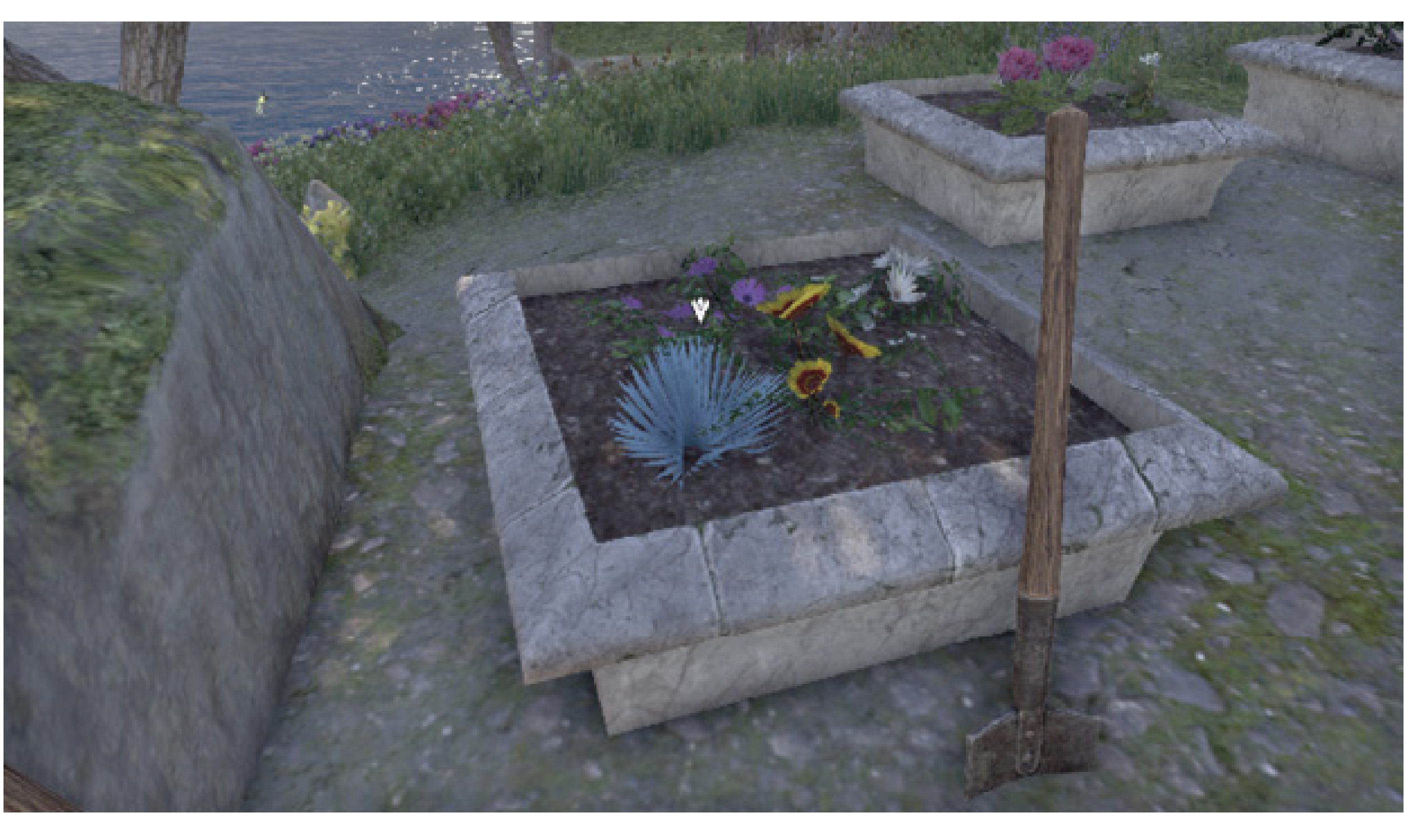


REACH THE HILLTOP

Head to the south end of the island on Summerset's southeast corner. When you arrive at the marked location, speak with Ingarlas. He won't be happy to see you, which will leave you with a choice: Search his garden despite his demands that you do otherwise, or question him further. Should you choose the latter, you can intimidate him into telling you the truth about where he's hidden his flower.



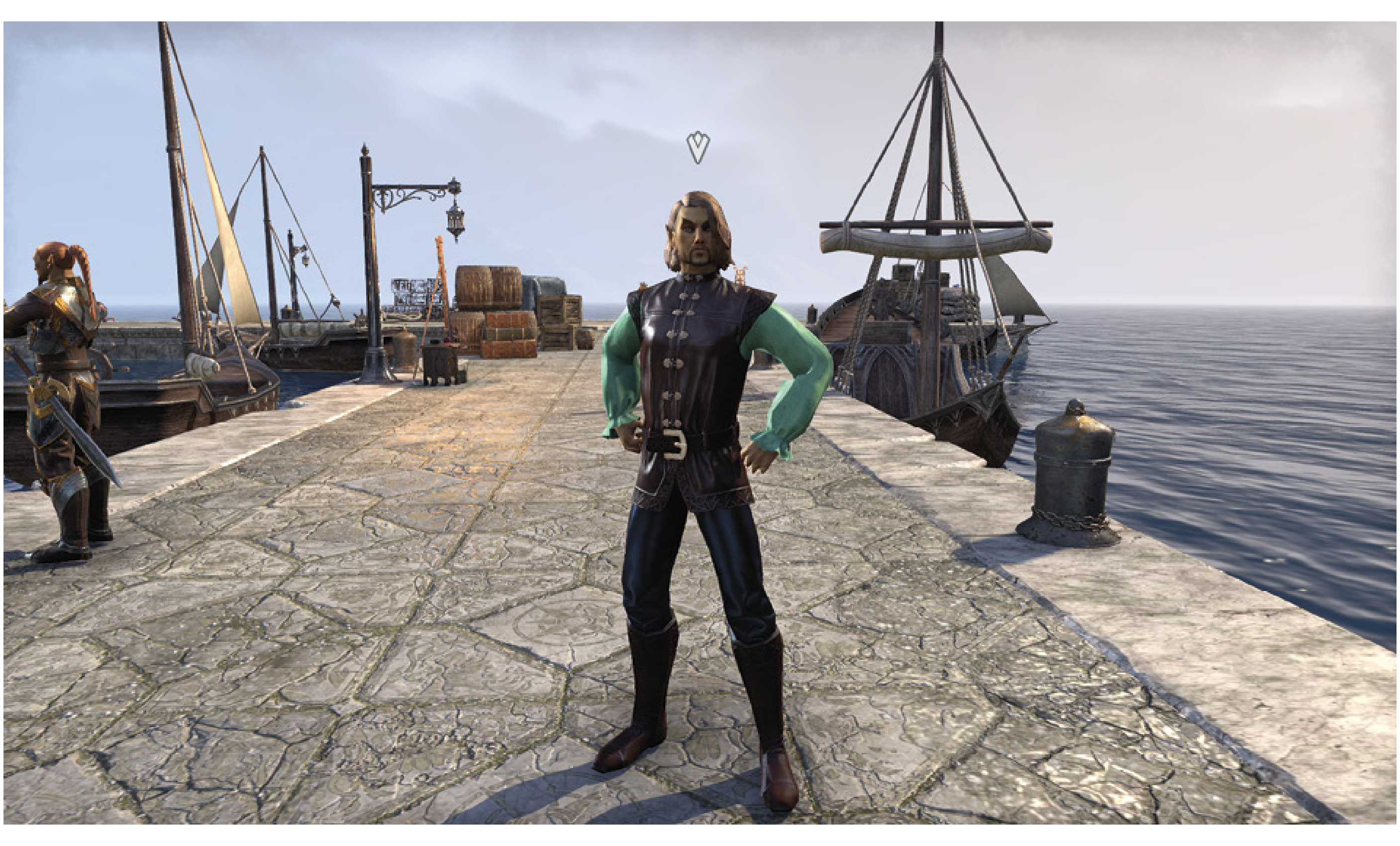
If you don't have Intimidating Presence, you can find the Aurialis in the planter to the left of his tent—he's placed a crate on top of it to obscure it from view.



Regardless of what you pick, Ingarlas will try to convince you not to take the plant. Whether or not you accept his request is up to you. You will find success in this quest in one way or another.

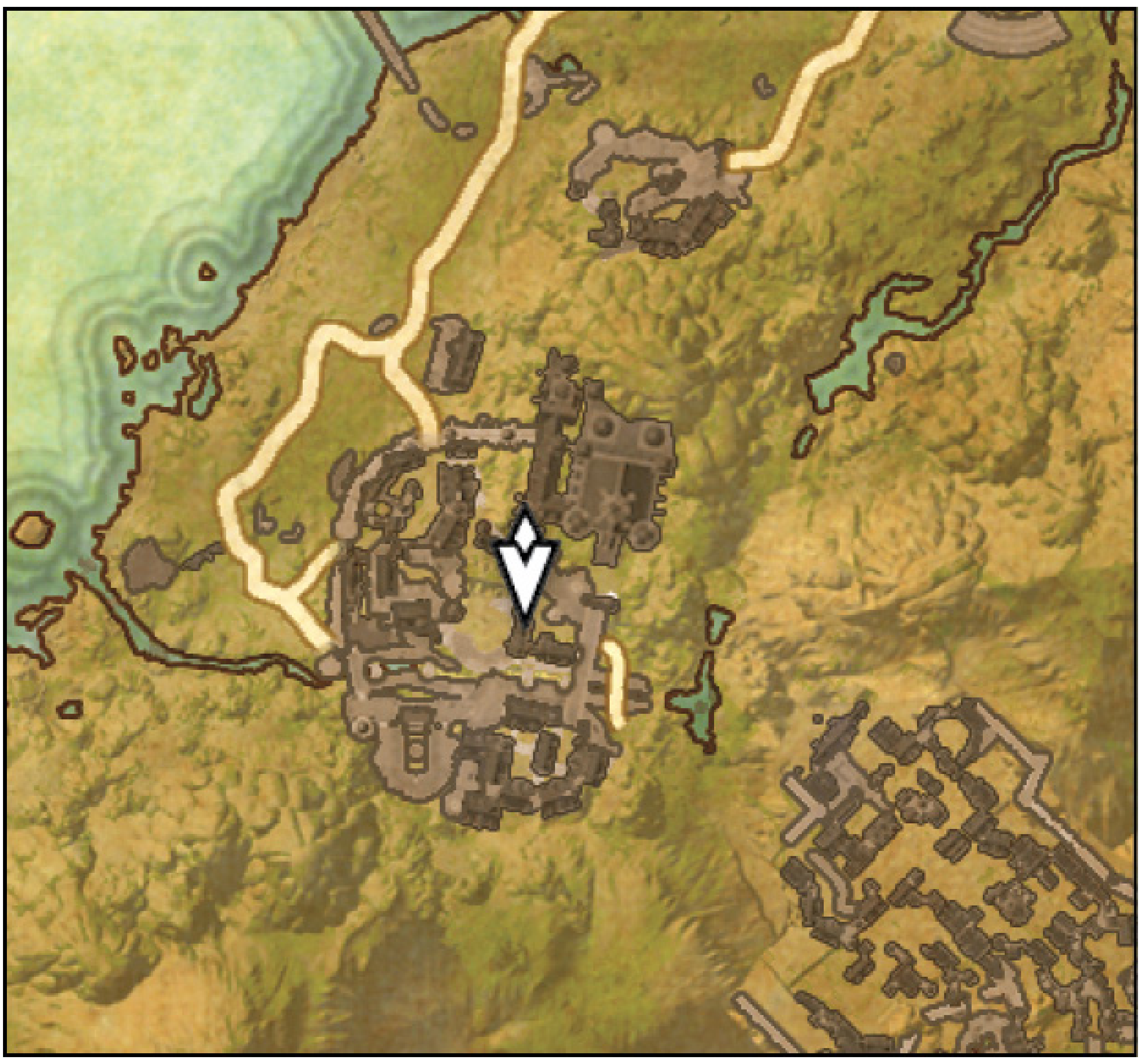
HEAD BACK TO TINDORIA

Return to the Lillandril docks. As soon as you arrive, you'll find Tindoria's rival, Vaerelel, waiting for you. Speak with him. He'll make you an offer for the ingredients you found for Tindoria. You decide whether to accept his offer. Regardless of your choice, you'll receive Boots of the Courier for you troubles.

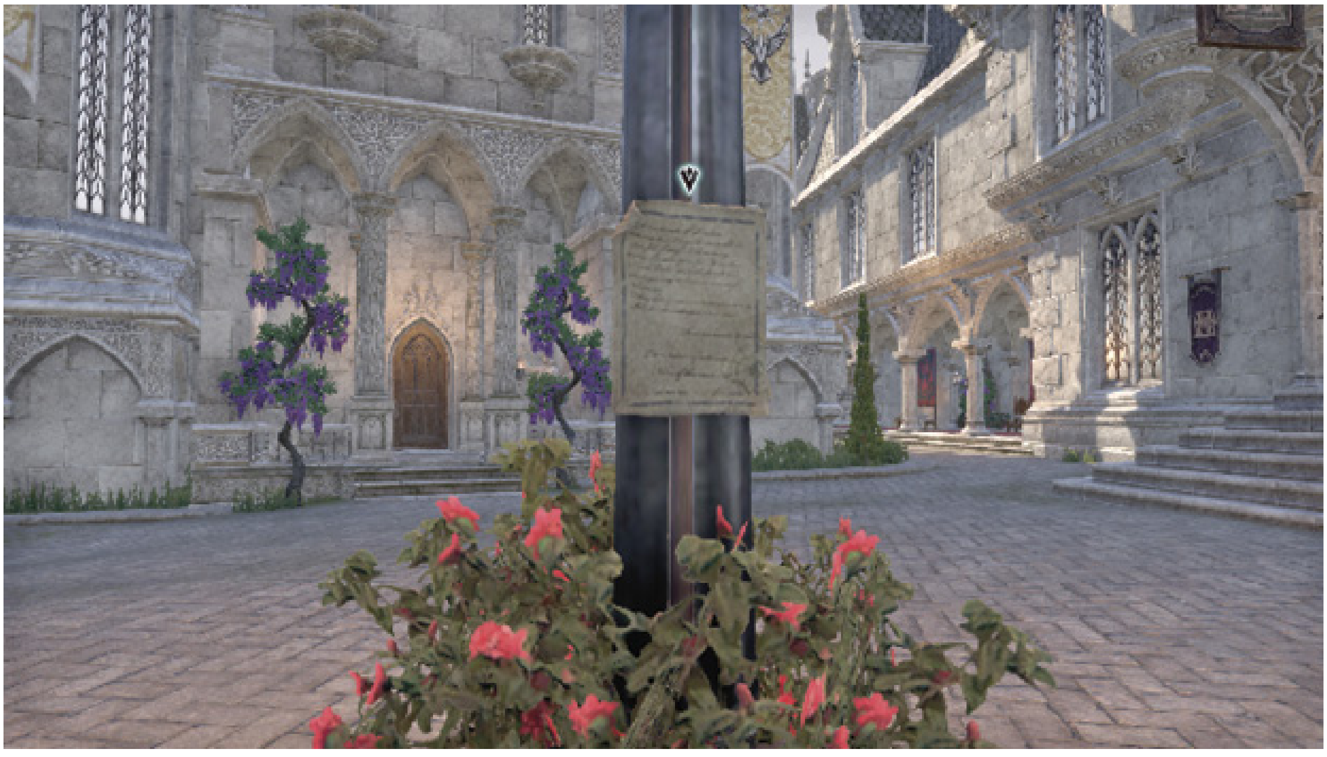


Room to Spare

- **Location:** Near the center of Alinor



- **Quest-giver:** Housing Brochure



Description: If you're looking for a place to call your own, speak with Felande Demarie. She'll give you an inn room free of charge.

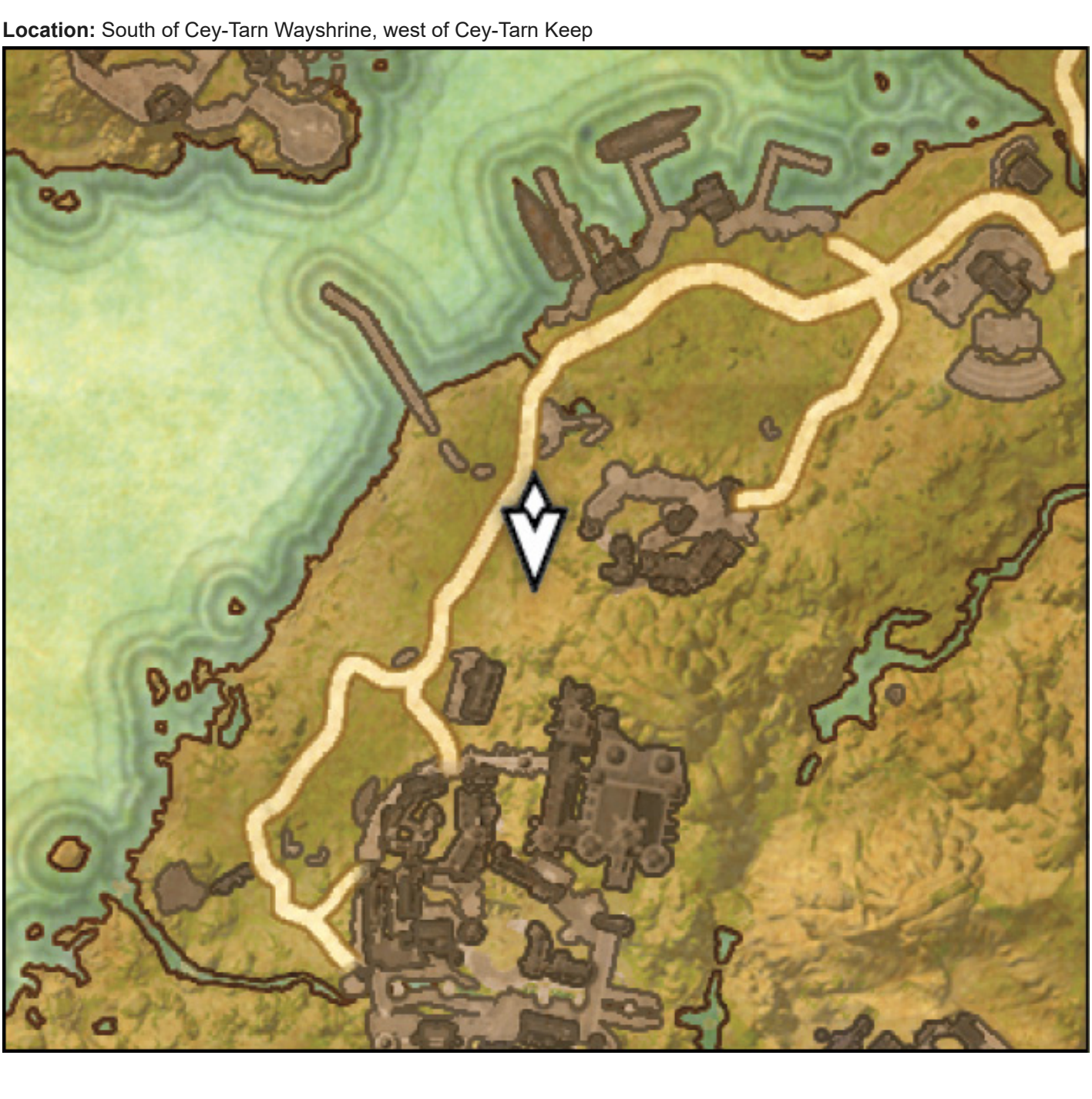
TALK TO FELANDE DEMARIE IN ALINOR

She'll give you the third-floor room in the Golden Gryphon tavern with no strings attached.

Side Quests

The Taste of Fear

- **Location:** South of Cey-Tarn Wayshrine, west of Cey-Tarn Keep



- **Quest-giver:** Silurie

Description: Soldiers at Cey-Tarn Keep have been getting taken and slaughtered in the night and no one knows why. Help Silurie work around the slow-to-action Divine Prosecution and get to the bottom of this case.

DISTRACT REVELATOR LINDAFWE

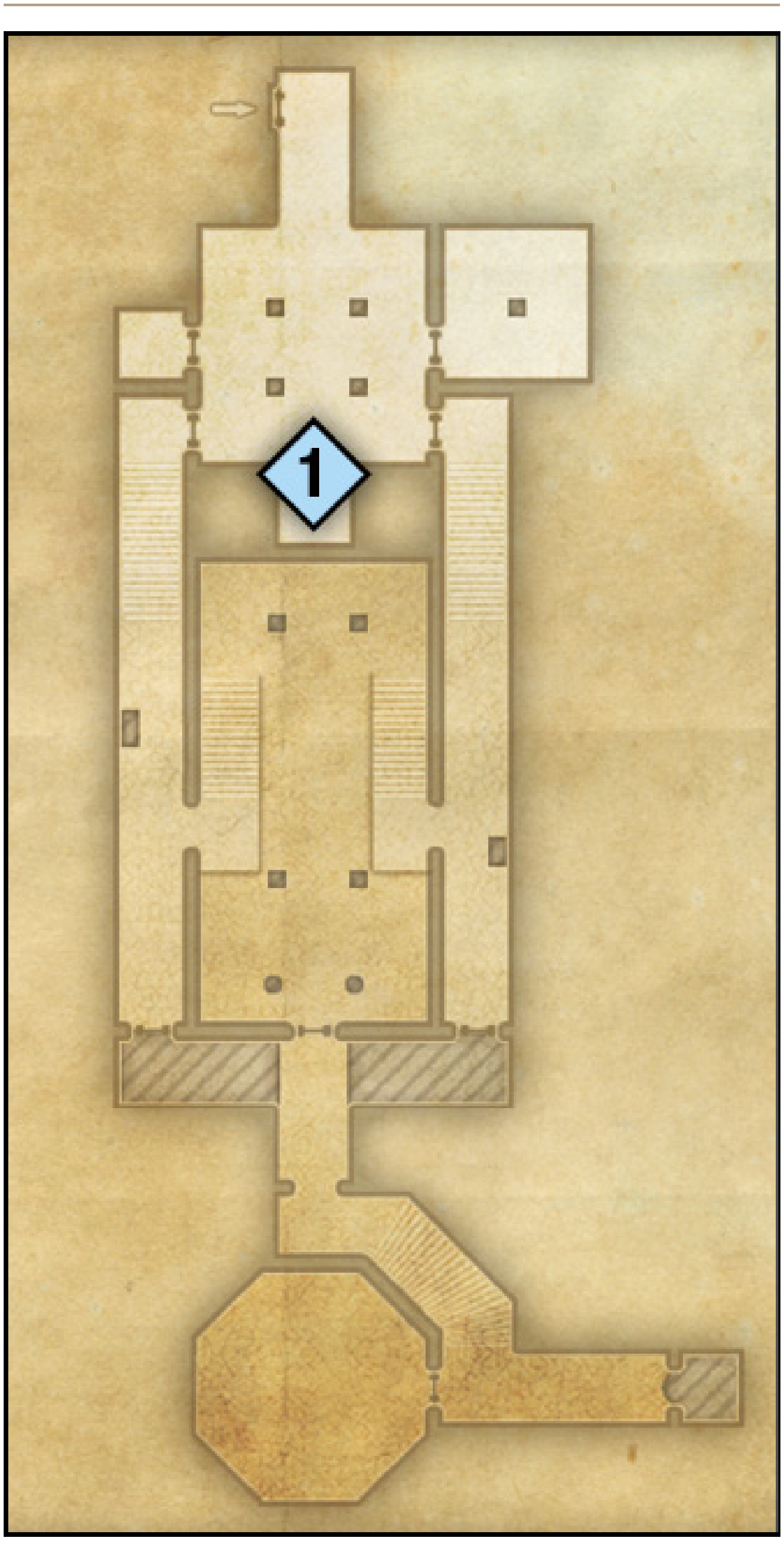
Head up the hill to Cey-Tarn Keep and speak with Revelator Lindafwe to distract her. After Silurie enters the building, follow suit by entering through the main gate. Turn left to find Silurie behind a stack of boxes. Talk to her, then wait for her to cast her spell.

FOLLOW THE LIGHT OF STENDARR

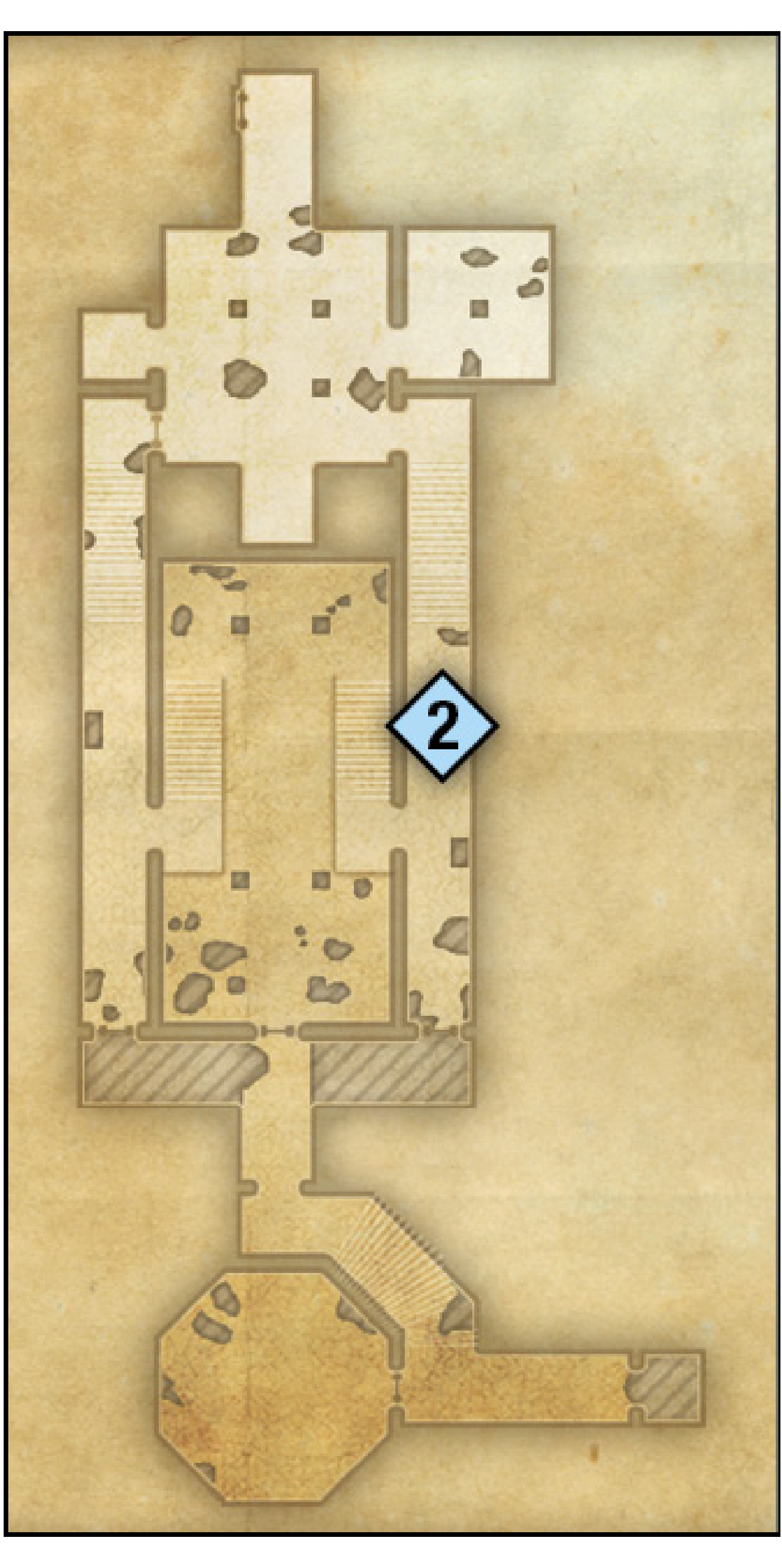
As soon as she finishes her spell, you must chase after an orb of light. It will take you east to the upper levels of the keep; then it will head inside the keep proper. Follow the orb into the Cey-Tarn Keep barracks.

As soon as you enter, the orb will quickly race to a vase on the second floor. Inspect it and you'll be transported to a room with a desiccated corpse. Inspect all of the items in the room, then exit by examining the vase once more.

MEET SILURIE IN THE REFECTORY



Head back downstairs and exit through the door you entered from. Outside, head left to reach the refectory. Inside the refectory, go into the next room and speak with Justiciar Hyircil. Head down the stairs and through the door to reach the cellar.



Head through the portal on the room's other side.

This area is full of enemies, so be on your guard. As soon as you enter Shadow Cey-Tarn, head to the room on the right and go downstairs. You face off with an Ogrim and Ogrim Firebelly. The Ogrim will come right at you with melee attacks, while the Firebelly will hang back and sling ranged fire-based attacks. You'll have no choice but to focus on the Ogrim first. After you defeat it, attack the Firebelly. Watch for the Firebelly's AoE attacks. Basic Ogrim can already deal a decent amount of damage; getting hit by fire attacks will make this fight significantly harder.

Just behind the Ogrim is a note on the ground. Read it, then move down the hall and turn right through the door ahead. Head down the stairs and try to stay close to the room's north side. There are several Ogrim on this side of the room that you need to clear out, as there's another enemy in the center of the room that you should fight with undivided attention.

WATCHER

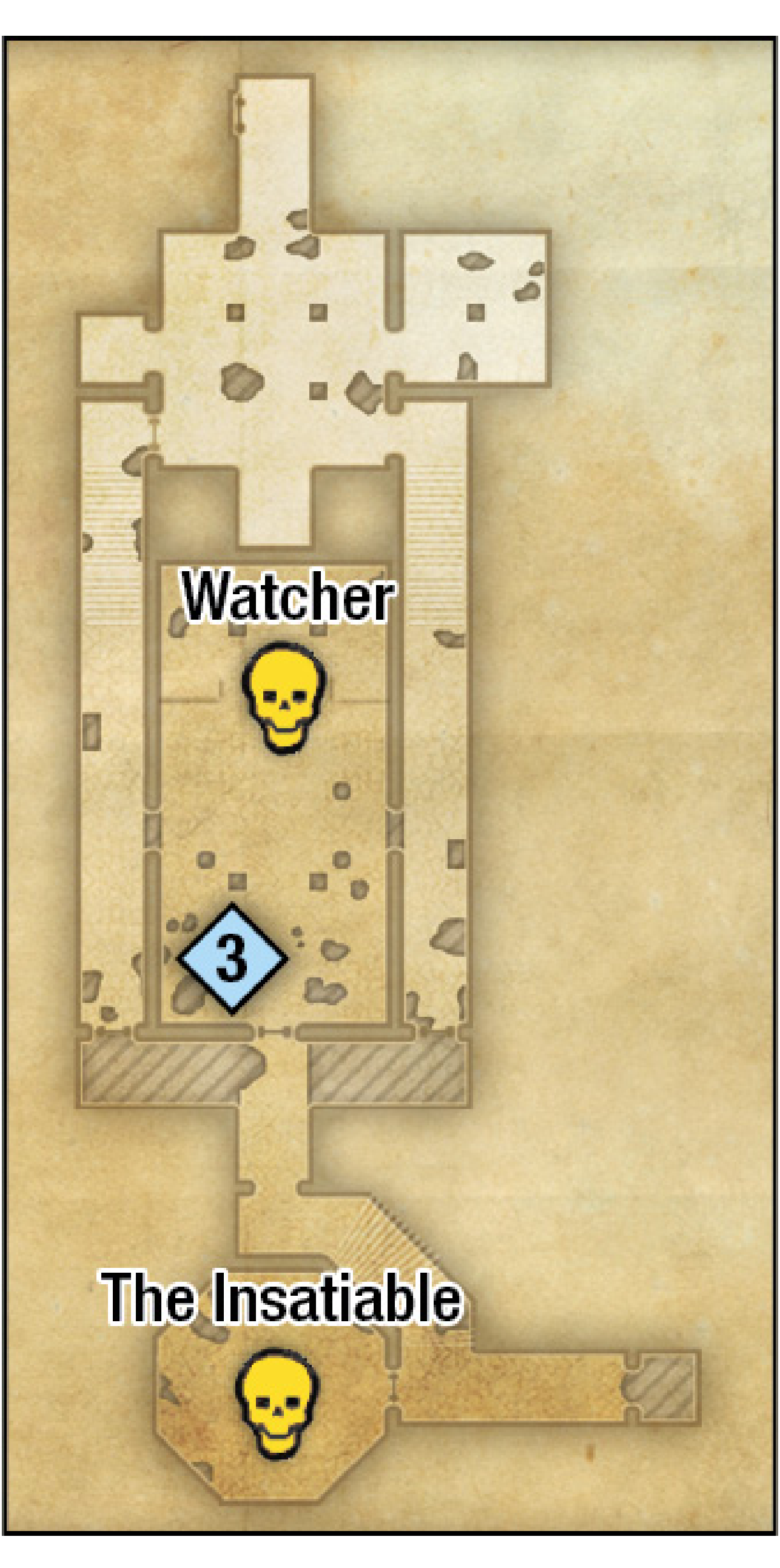
The Watcher's attack patterns are far from complicated, but if you allow the Ogrim on the room's north side to get involved in the fight, defeating it will become a much more dangerous feat. At the start of the fight, immediately go behind it and stick to the room's south side. If you're unlucky enough to be fighting the Watcher long enough to allow for the Ogrim to respawn, you'll be in deep netch leavings. Sticking to the room's south side completely negates this risk.

The Watcher will spend most of its time pelting you with a basic eye-laser attack, but periodically it will reel back and shoot out a three-pronged eye laser, which it will drag across the ground in front of it. You can't do much about the base laser attack, save for blocking, but you can absolutely get out of the way of the second one. If the second attack hits you, you'll be temporarily stunned. Roll to shake it off, then get back into the fight.

TALK TO JUSTICIAR HYIRCIL

After defeating the Watcher, speak with Justiciar Hyircil, who is lying on the ground behind where the Watcher was positioned.

Head into the keep cellar once you're done talking. Go down the stairs and enter the lair of the Insatiable.



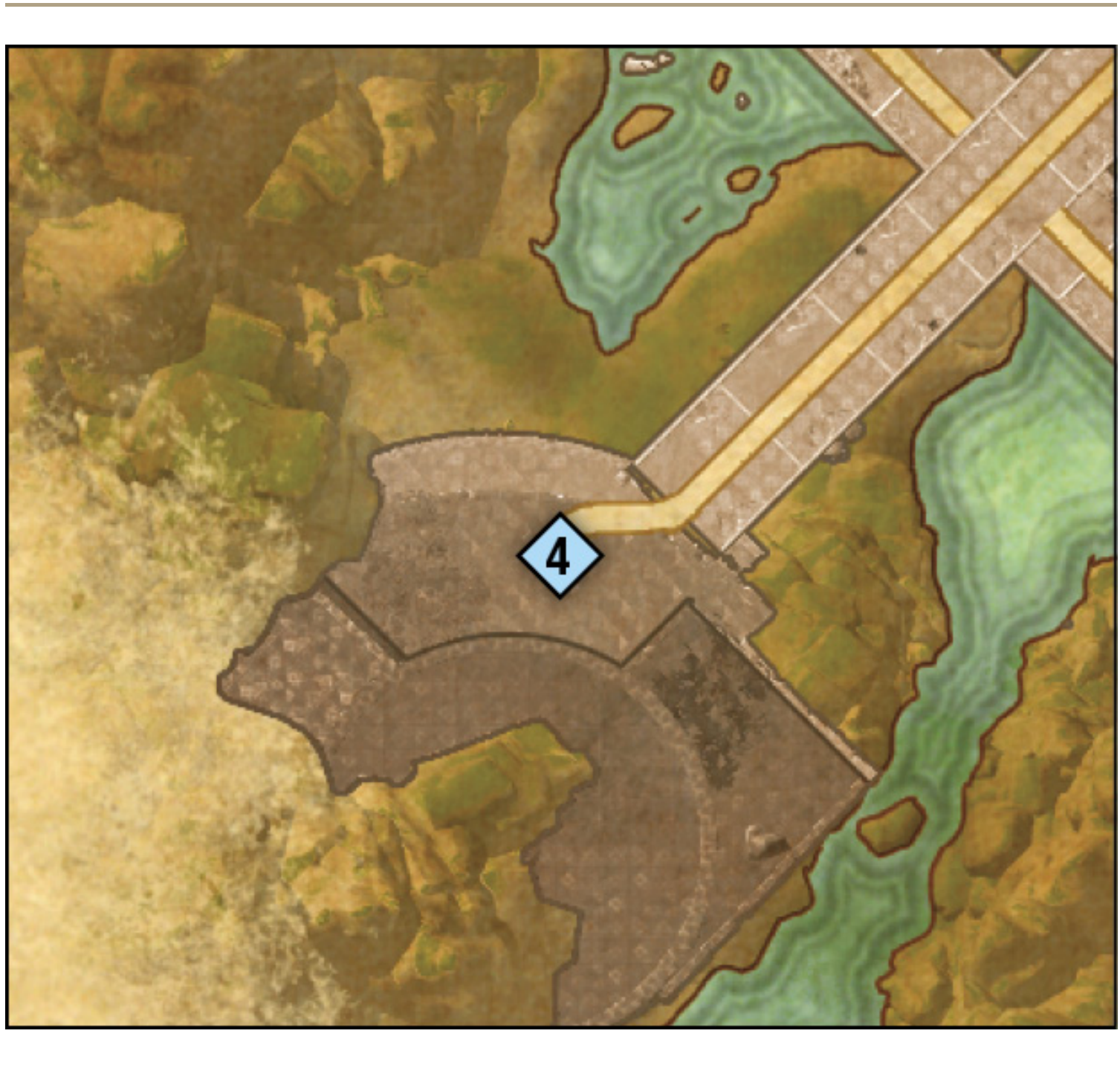
THE INSATIABLE

You'll have to fight the Insatiable in this room in order to save Revelator Lindafwe. The Insatiable will mostly rely on chasing you and performing melee attacks, but it will also spit out a wide-spreading acid attack in front of it. It can be hard to see the path of the AoE on the ground because of the color of the floor, but if the Insatiable stops attacking, assume it's about to spit and get behind it or to its side.

It can also summon two other Hungers to join the fight and help it temporarily. You can kill these, but not if it means being surrounded by all three of them. Instead, focus on evasion until the Hungers disappear, then get back to your attack on the Insatiable.

The Insatiable will also grab you on occasion and begin draining your health and healing itself in the process. Knock it off of you immediately to stop it from healing and to free yourself from its grasp.

MEET YOUR ALLIES OUTSIDE THE LAIR



Exit the lair through the marked door, then head through the portal on the opposite side of the room. Speak with Revelator Lindafwe in the next room.

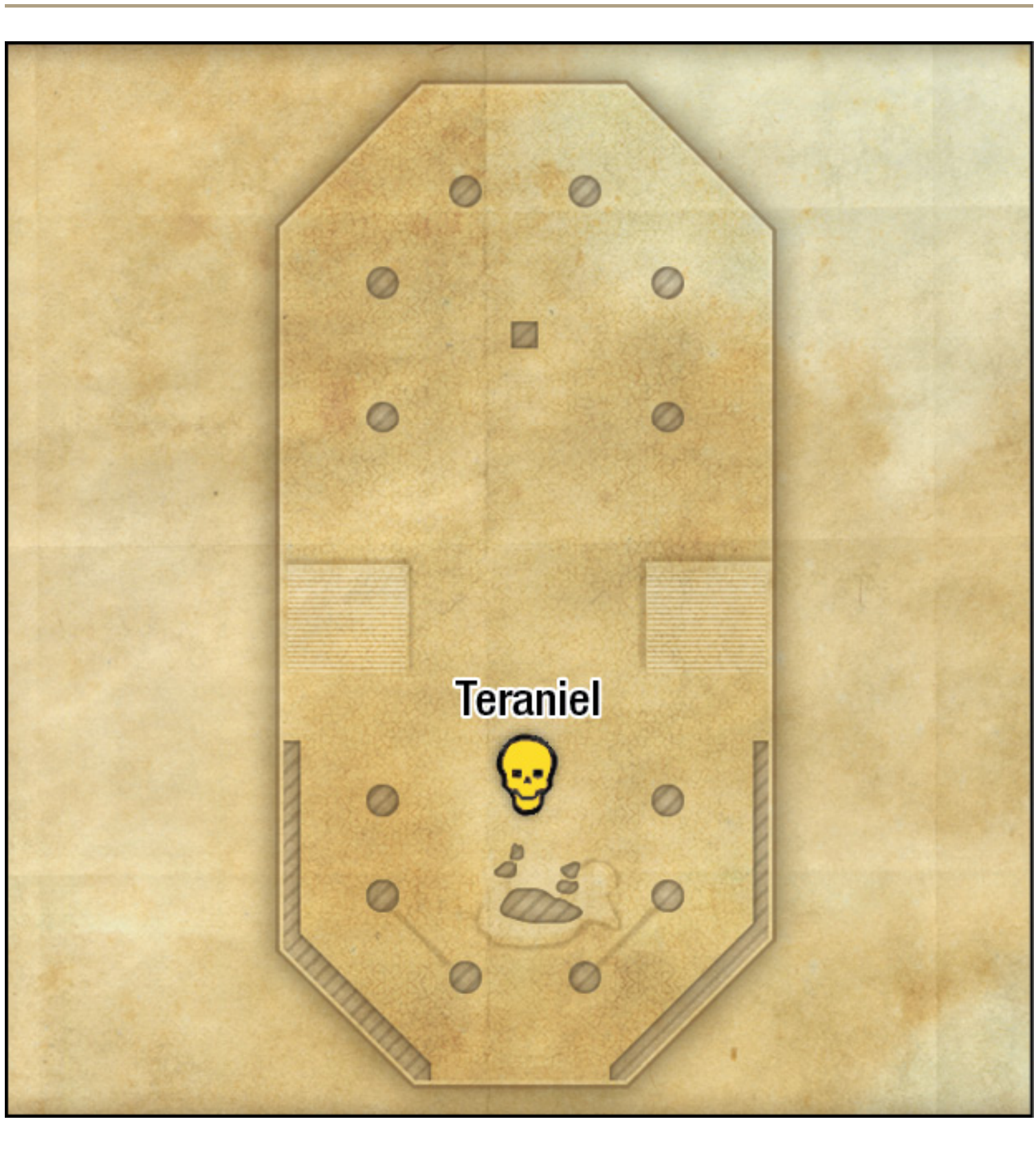
You're currently on the top floor of the entry room in the Vaults of Heinarwe. You'll bump into a gryphon on the other end of the bridge ahead. You can try and fight it, or you can run straight past it and through the door to avoid the fight altogether. Gryphons are challenging enemies, so if you're sporting for a fight, make sure you have a heal ability slotted in your action bar.

GRYPHON

Like the Insatiable, gryphons are very aggressive and prefer a close, melee-based fight. It will occasionally rear back on its hind legs and come slamming down on the ground, hitting anything in a wide radius in front of it. If an AoE field appears in front of it, either race to its side or run away from it immediately.

The only other attack you absolutely must be on the lookout for is its lunge. It will leap back from time to time, which is a sign to get moving out of its path. When it jumps back, it will pause for a minute, then jump forward at a blindingly fast speed.

FIND THE SOURCE OF THE MAGICKA RIPPLE



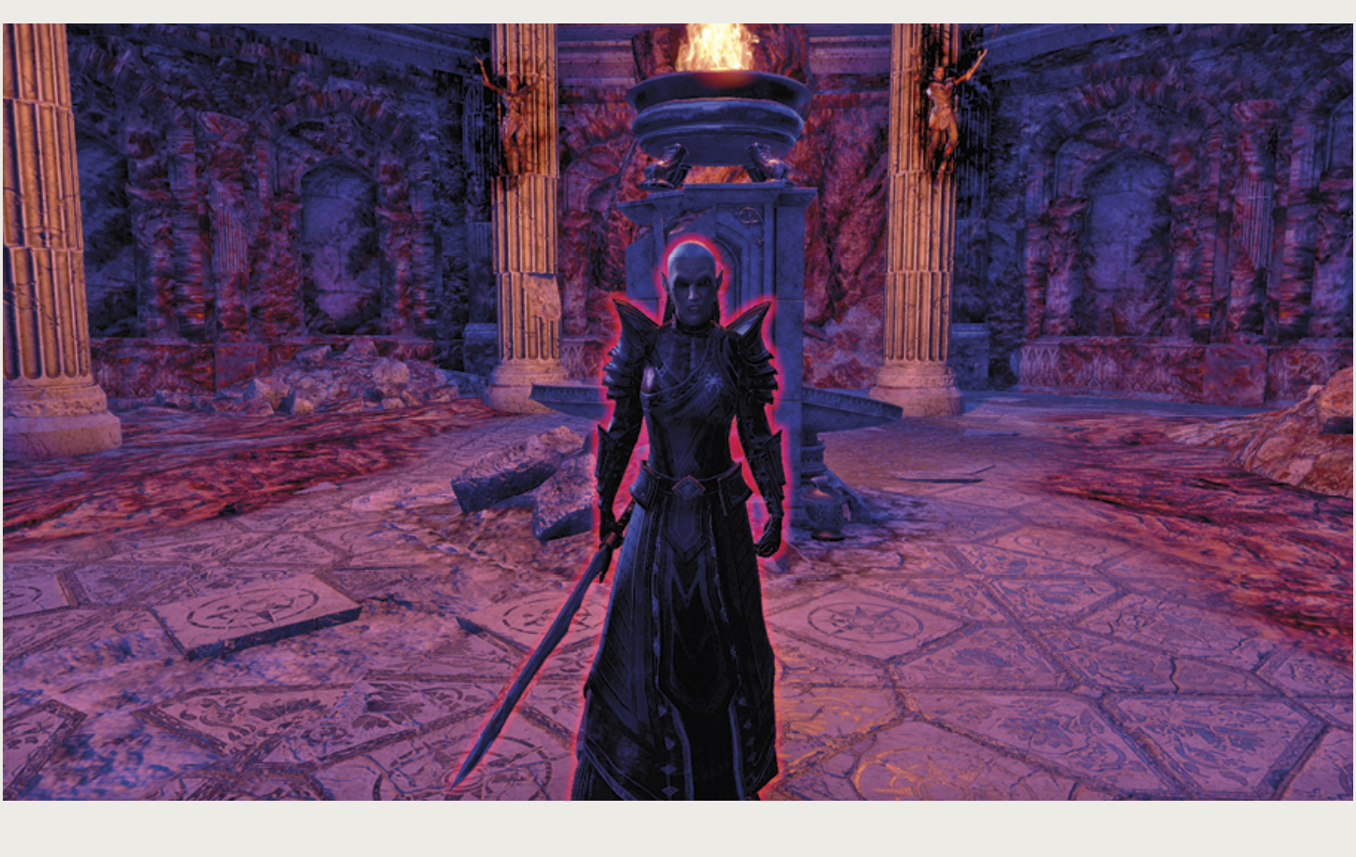
Enter the altar room behind the gryphon and head down to its lower level. Speak with Revelator Lindafwe when she appears on the lower level with you. Examine the book behind the large monument in the center of the room. It will give you instructions on how to use the monument. If you want the solution, read the "Using the Monument" note.

USING THE MONUMENT

You need to use the sigils in the following order: Anima, Ego, Incalescence, and Mortification.

Enter the portal once you've completed the ritual.

TERANIEL



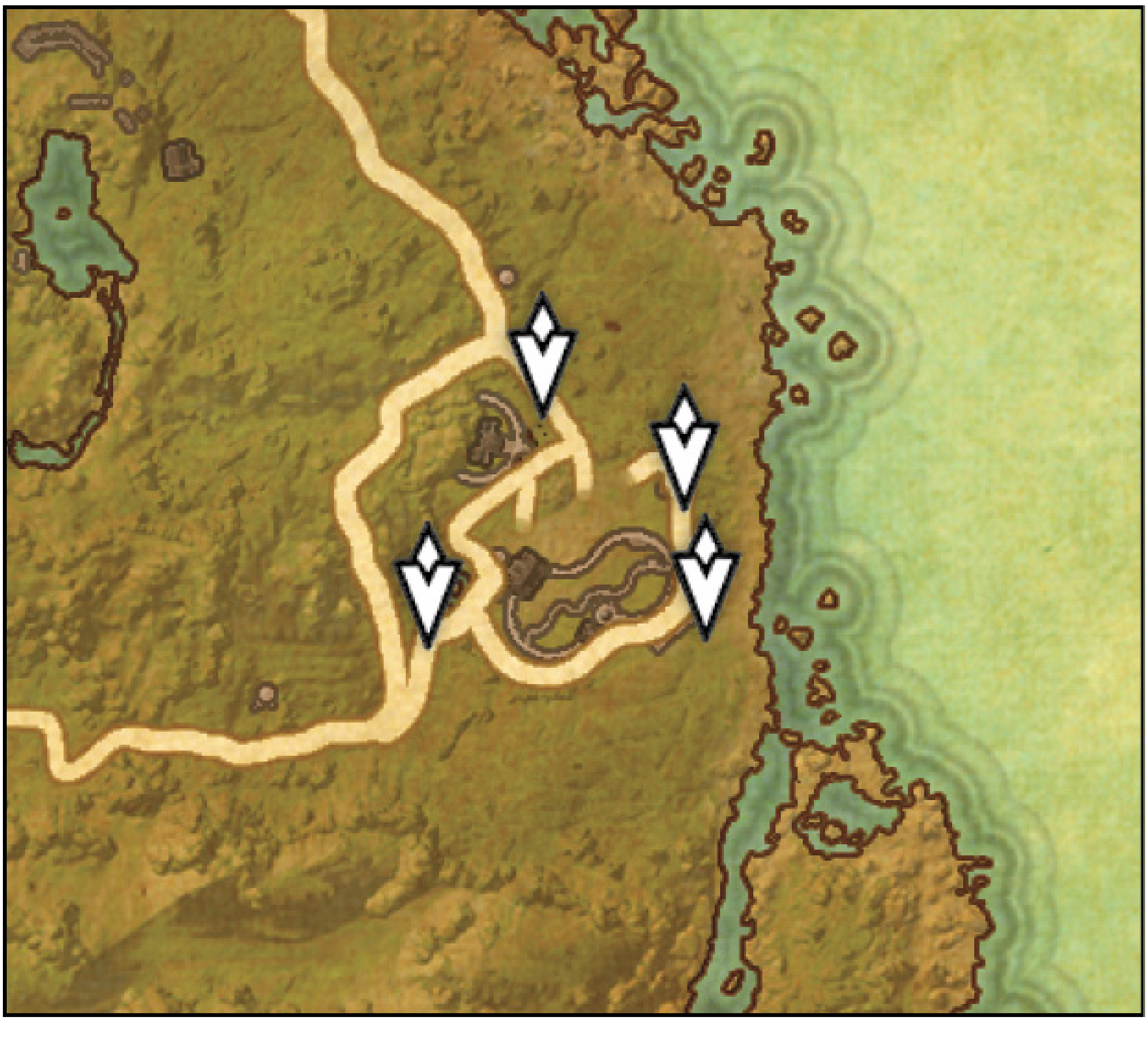
Teraniel is a powerful battlemage who can summon a Flame Atronach to her aid. She'll spend most of her time trying to attack you at close range with her two-handed sword, but she will also cast a variety of spells, the most of dangerous of which has her charging up an interruptible attack that shoots trails of fire in a cross pattern across the floor. She doesn't have a ton of health, so you can decide on whether to attack the Atronach based on how much health you're losing during the fight. If you can manage it, focus exclusively on Teraniel and try to end the fight quickly. Once she's dead, the Atronach will go with her.

Once Teraniel dies, head back through the portal you came through and speak with Silurie. You will be rewarded with Greaves of the Insatiable for completing the quest.

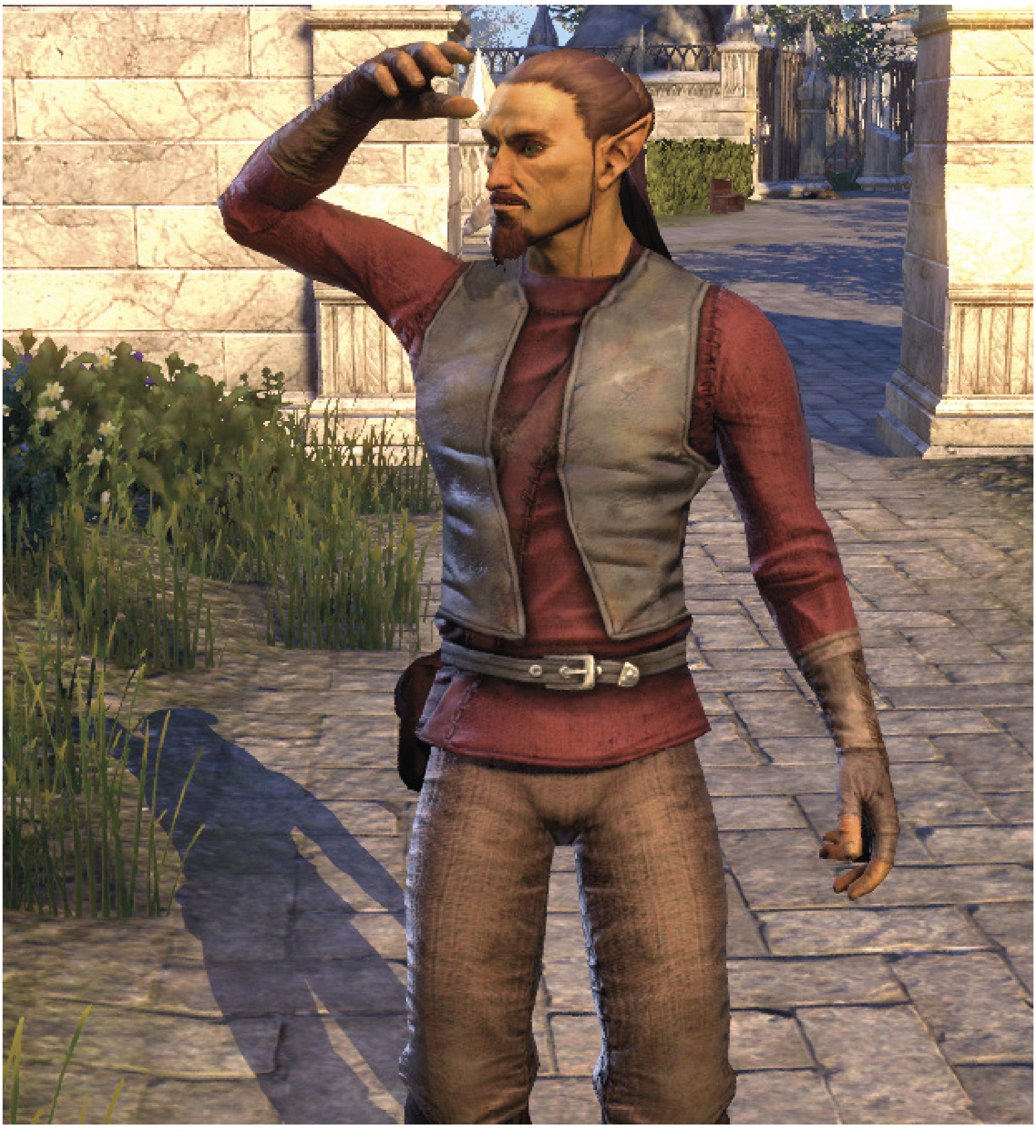
Side Quests

Untamed and Unleashed

- **Location:** In front of each of the major entrances to Sil-Var-Woad



- **Quest-giver:** Talomar

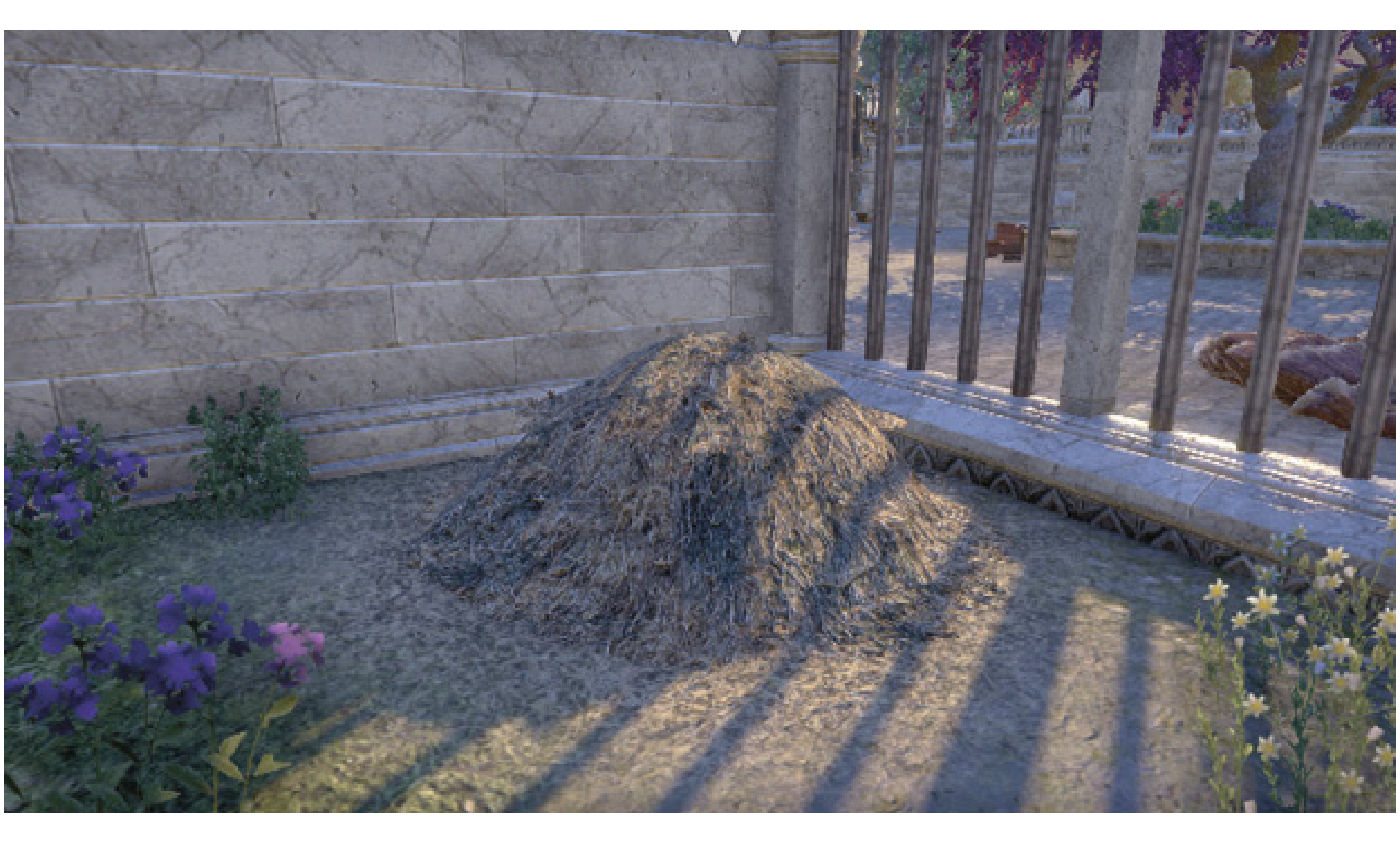


Description: Something's frenzied the animals in the Royal Menagerie of Sil-Var-Woad, which is only the beginning of Talomar's problems. The Queen's beloved Indrik, Lotus, has escaped Sil-Var-Woad in the ensuing chaos and Talomar is keen on getting her back. Help Talomar track down Lotus and bring her home safely before she learns the harshness of nature outside of a pen.

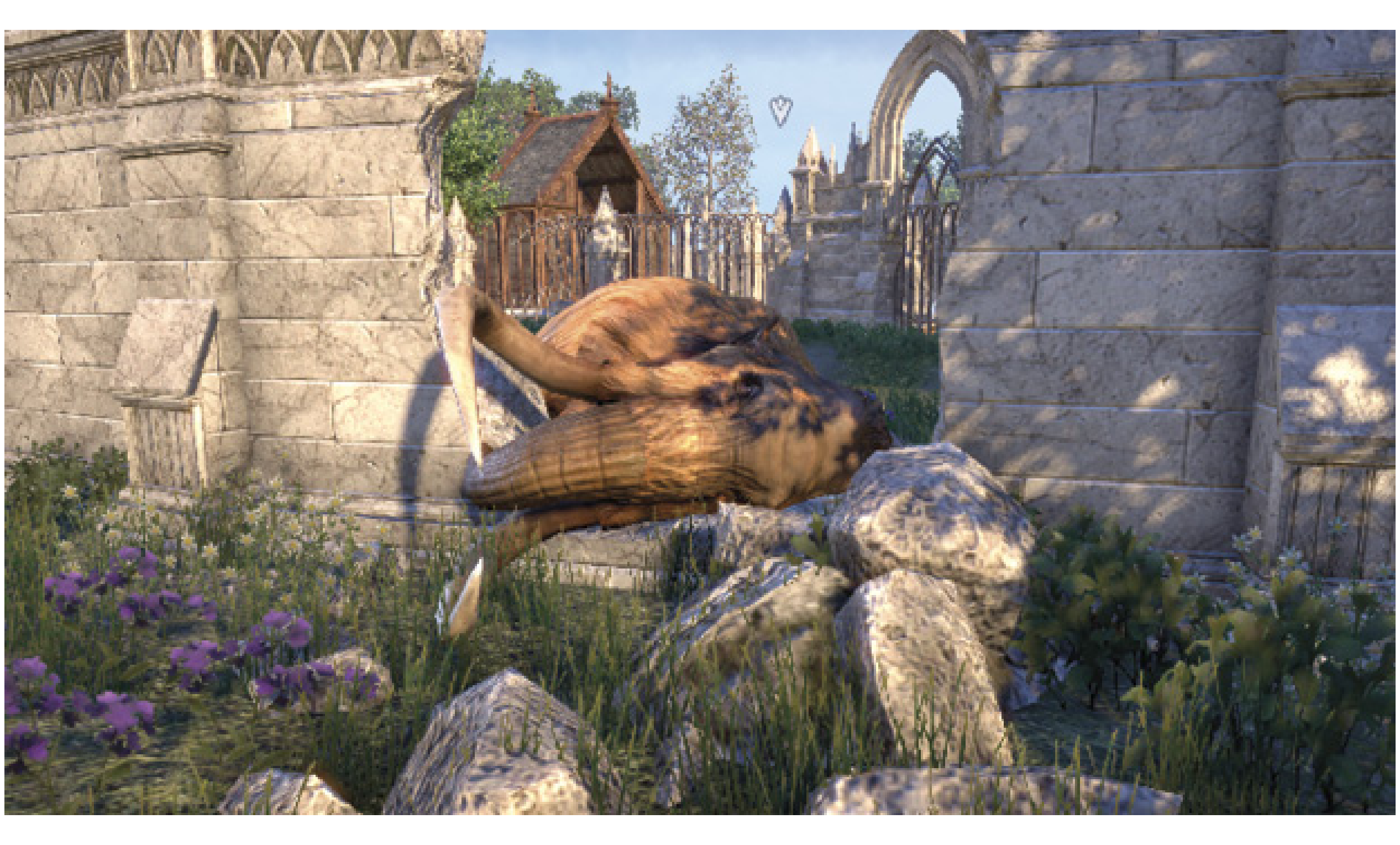
SEARCH FOR LOTUS

Sil-Var-Woad is completely overrun with wild animals, so making progress can be slow and dangerous, especially if you encounter a Mammoth. Luckily you can avoid Mammoths entirely during this quest, which is what we wholeheartedly suggest you do unless you're really itching for a fight.

You'll need to investigate two spots in the Royal Menagerie; we'll start by looking at the southernmost of the two. Investigate some tainted feed in the corner of one of the Echatere pens, then speak with Talomar about your discovery.

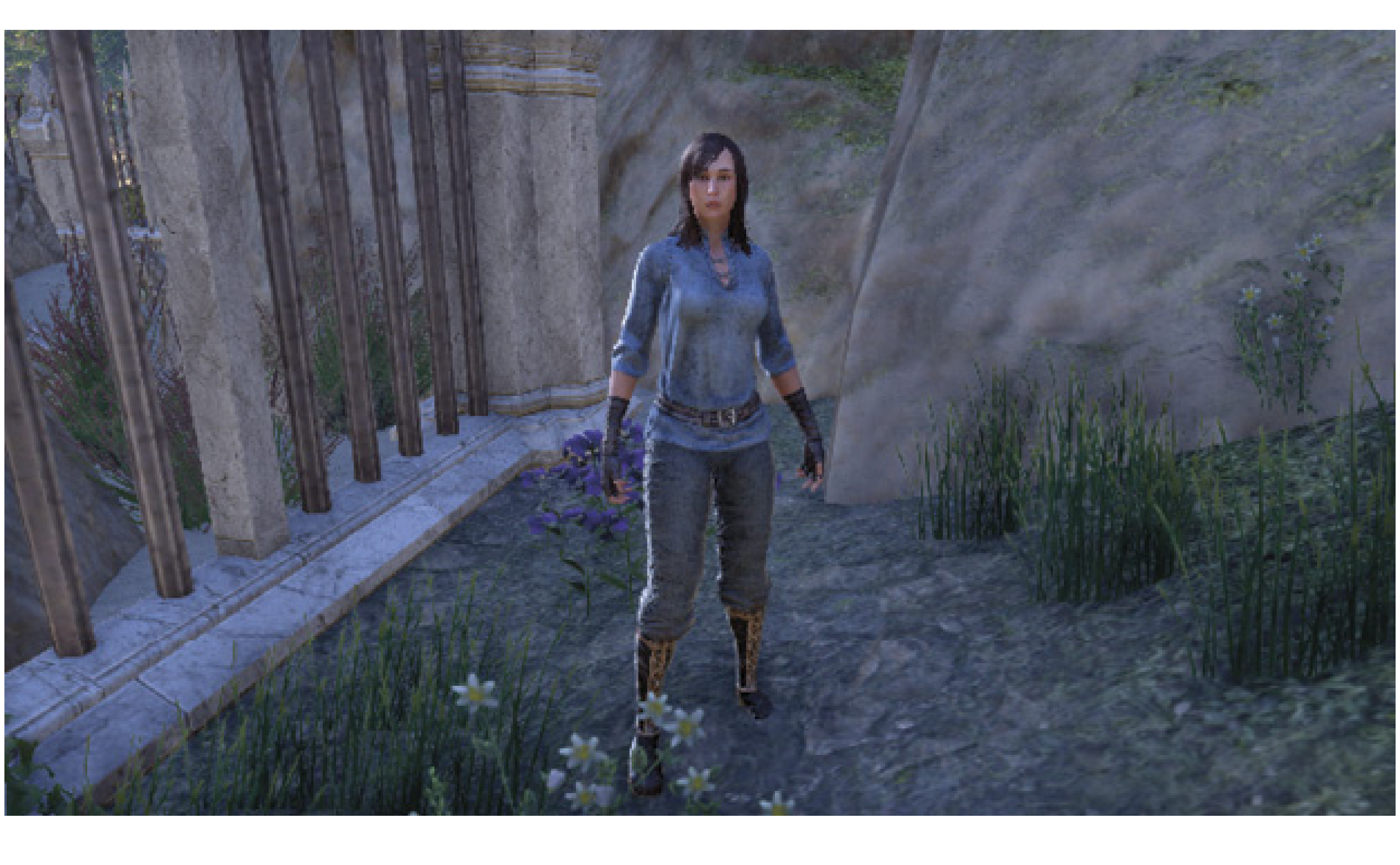


The northern location has a suspicious sight: a Mammoth that died breaking through a menagerie wall. Investigate the dead Mammoth and speak with Talomer once again.



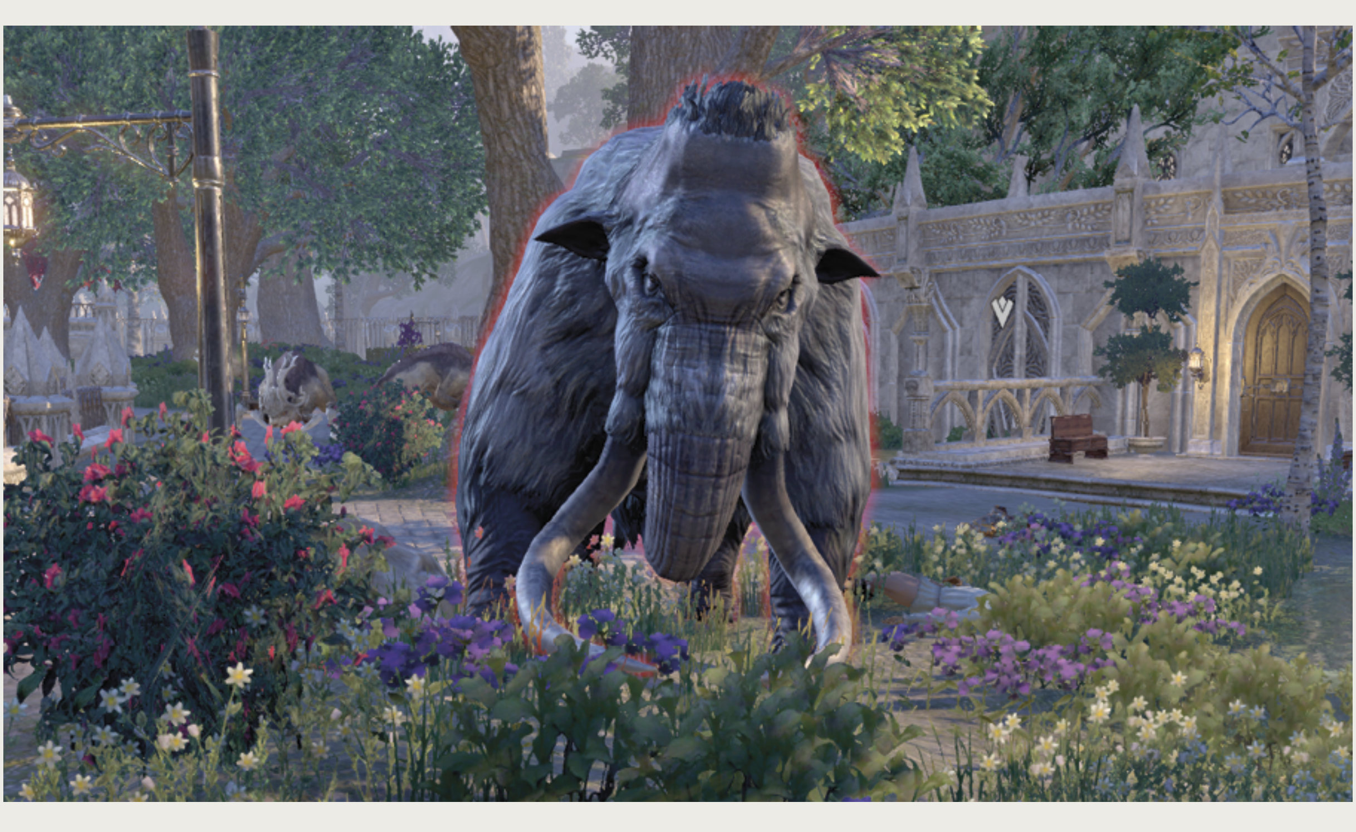
SPEAK WITH ELISE MALLON

Once you've searched both locations, head to the west side of the menagerie to speak with Elise Mallon. She suggests you head to the reflecting pool to look for Lotus. You can optionally speak with Talomar to get more insight on Elise.



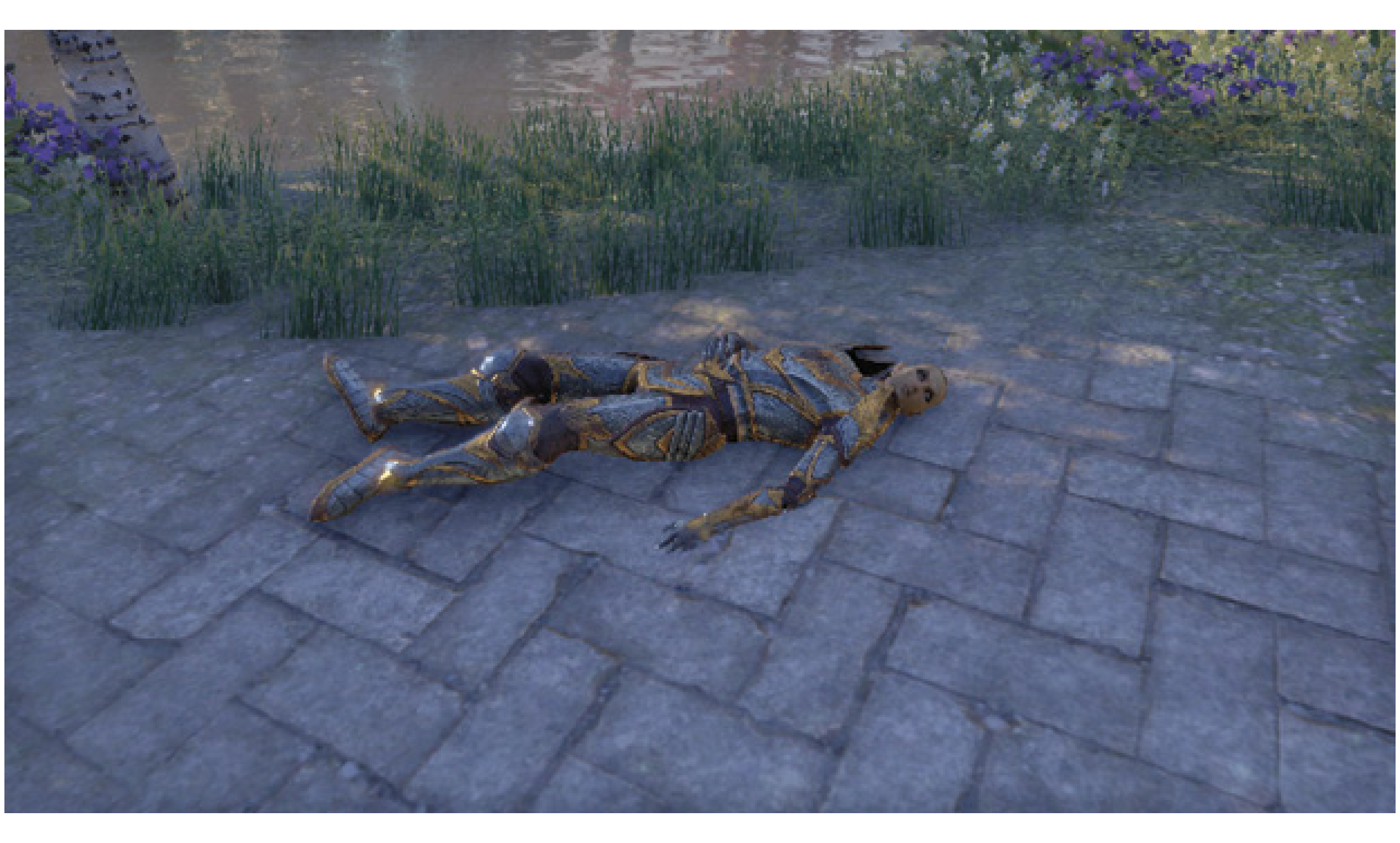
As soon as you arrive at the reflecting pool, Lotus will bolt off to the east side of the menagerie. Give chase and try to catch up. You'll bump into Conservator Vinelore upon arriving at the objective marker. Speak with her, then follow Talomar out. Speak with him as soon as he stops. Elise Mallon will show up again after speaking with Talomar. Talk with her once again, then with Talomar.

MAMMOTH



You must find a way into the conservatory, which unfortunately means you need to fight a Mammoth standing in the way of your objective. Mammoths don't have a lot going for them in terms of attack diversity, but they hit like trucks and can take a beating before finally giving up the ghost. For the most part, they'll just approach you and do a basic melee attack, but on occasion they'll continually swing their tusks in a wide area to gore you. This can be really sudden, so if you see a second tusk attack follow a first, put distance between you and the Mammoth immediately. They can also charge at you or stomp down to deal hefty damage, but both of these moves are rare and incredibly slow. You'll see them telegraphed well before you're ever in danger.

Once you defeat the Mammoth, inspect the dead ranger lying on the ground behind where the Mammoth was standing. The ranger has a key on him that you can use to access the conservatory. With the key in hand, head south to reach the conservatory entrance.



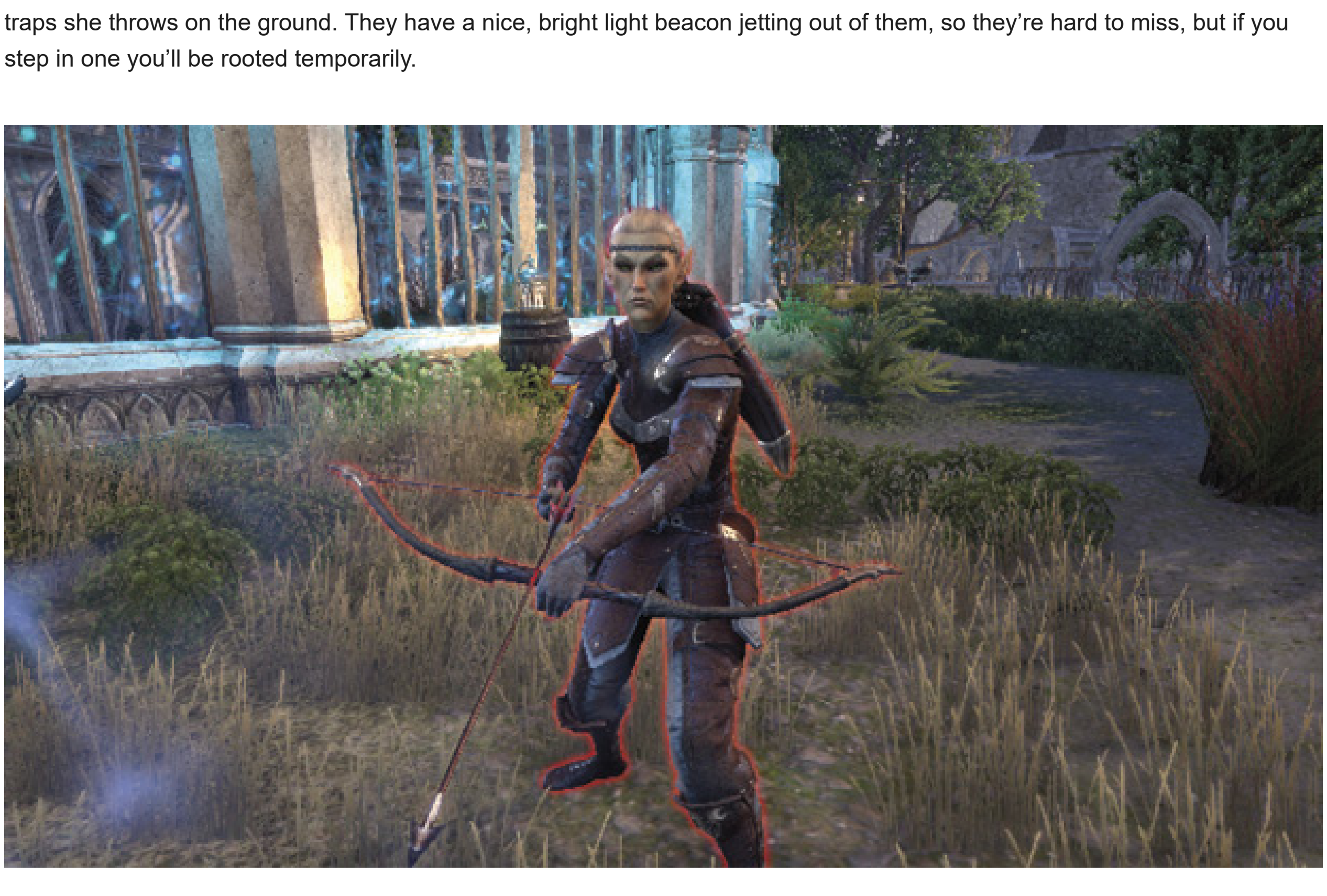
SEARCH THE CONSERVATORY

Speak with Elise to get more info about the conservatory; then head to the third floor and inspect each of the marked items in the room. Talk to Elise, then head back downstairs and into the Sil-Var-Woad paddocks. Speak with Conservator Vinelore before talking to Elise again.

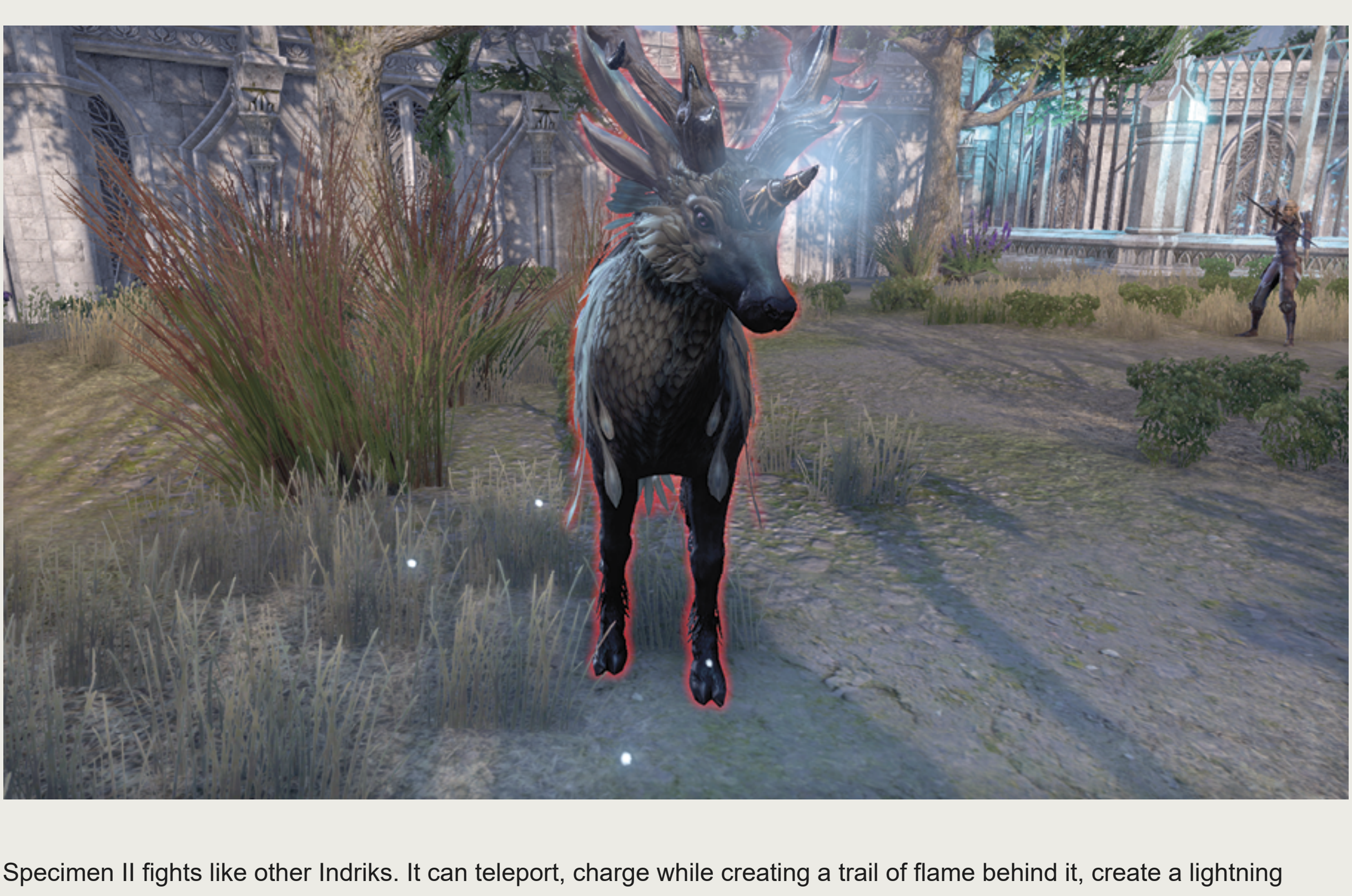
DEFEAT CONSERVATOR VINELORE

Exit the paddock gate and head east until you reach a set of stairs. Go upstairs to find Vinelore. You'll need to defeat her and Specimen II to complete the quest.

Vinelore is more of a nuisance than a real threat, which is why you should take her out first. Most of her attacks are ranged, allowing her to chip your health down while you punch it out with Specimen II. Her attack patterns are the basic attacks you encounter when fighting most bow-wielding enemies, so nothing you likely haven't seen a dozen times already. Just watch out for her multi-arrow shot, which hits everything in a cone in front of her. You'll also want to take care not to step on the traps she throws on the ground. They have a nice, bright light beacon jetting out of them, so they're hard to miss, but if you step in one you'll be rooted temporarily.



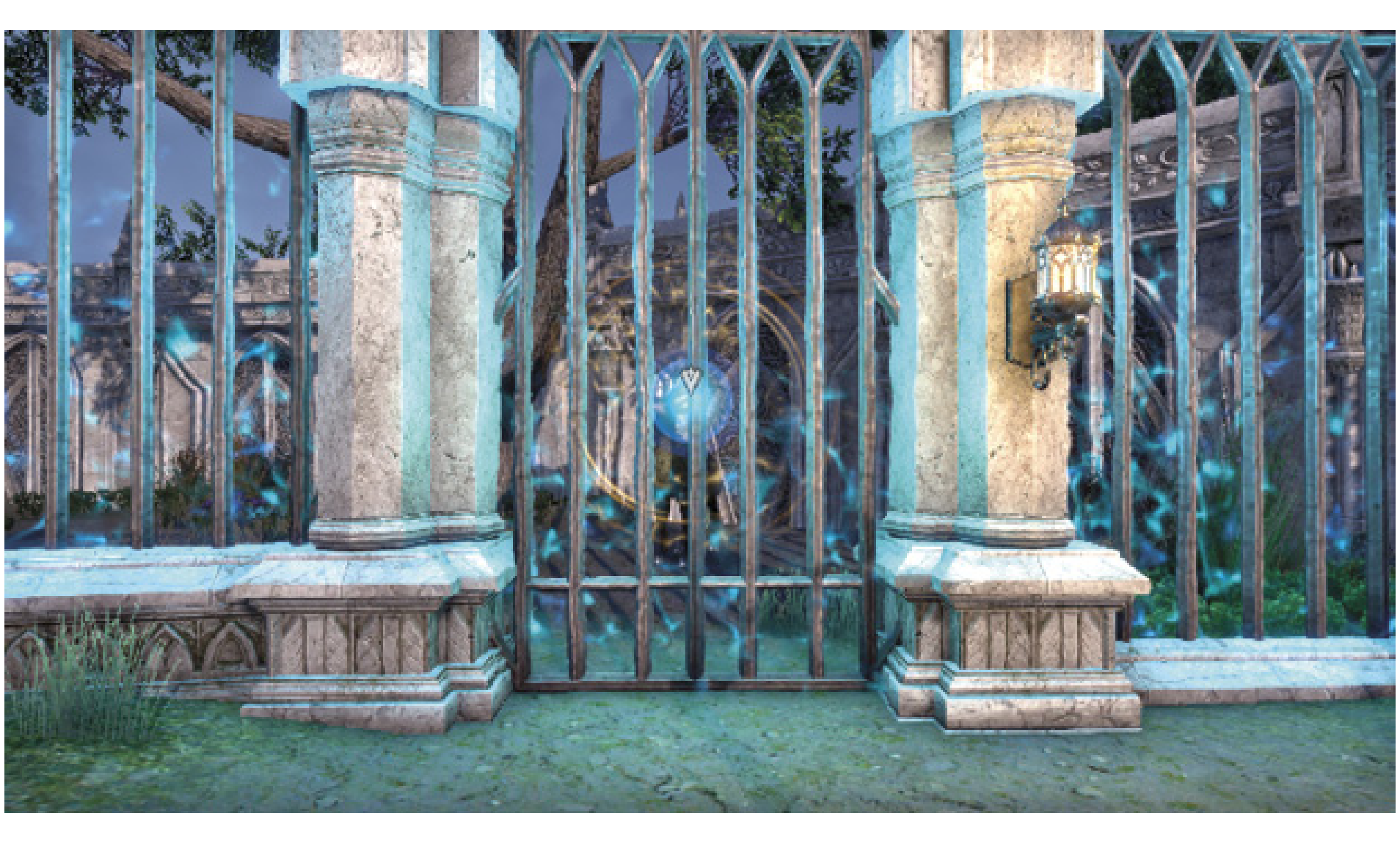
SPECIMEN II



Specimen II fights like other Indriks. It can teleport, charge while creating a trail of flame behind it, create a lightning storm while it bucks wildly, and shoot energy beams out of its head. You'll also have to watch out for its spectral Indrik charge attack, which has it creating a clone of itself that will charge at you and knock you over if it lands a hit.

FREE LOTUS

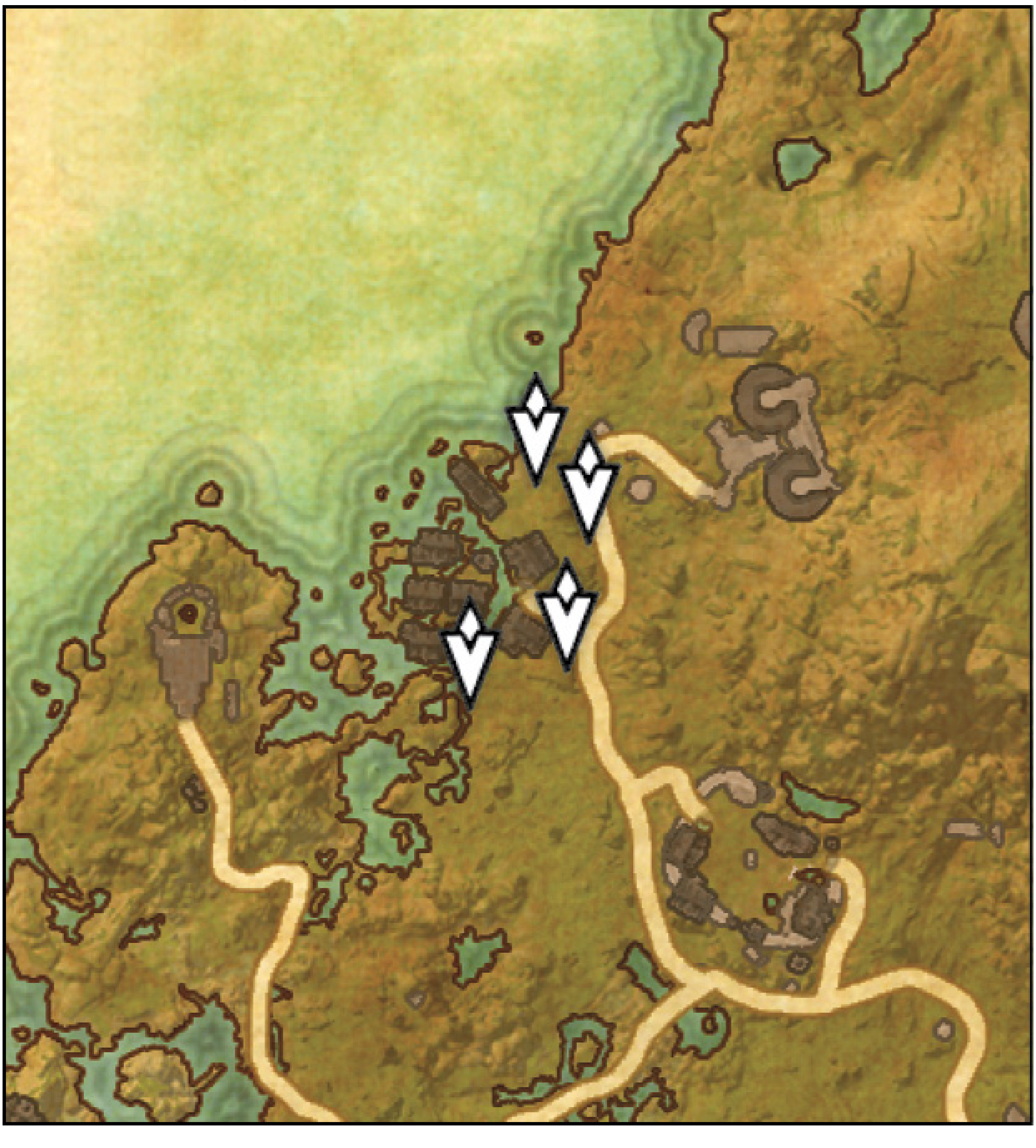
Once you defeat the pair, open the gate on the right side of the pen behind Vinelore. Use the portal Lotus opens to get back to Talomar and Elise. Talomer will ask for your opinion on how to proceed with the Royal Menagerie. Neither answer will affect the outcome of the quest, so choose whichever one you agree with most.



You'll receive a Ritemaster's Gifted Axe as a reward for completing the quest.

Wasting Away

- **Location:** South of the Corgrad Wastes



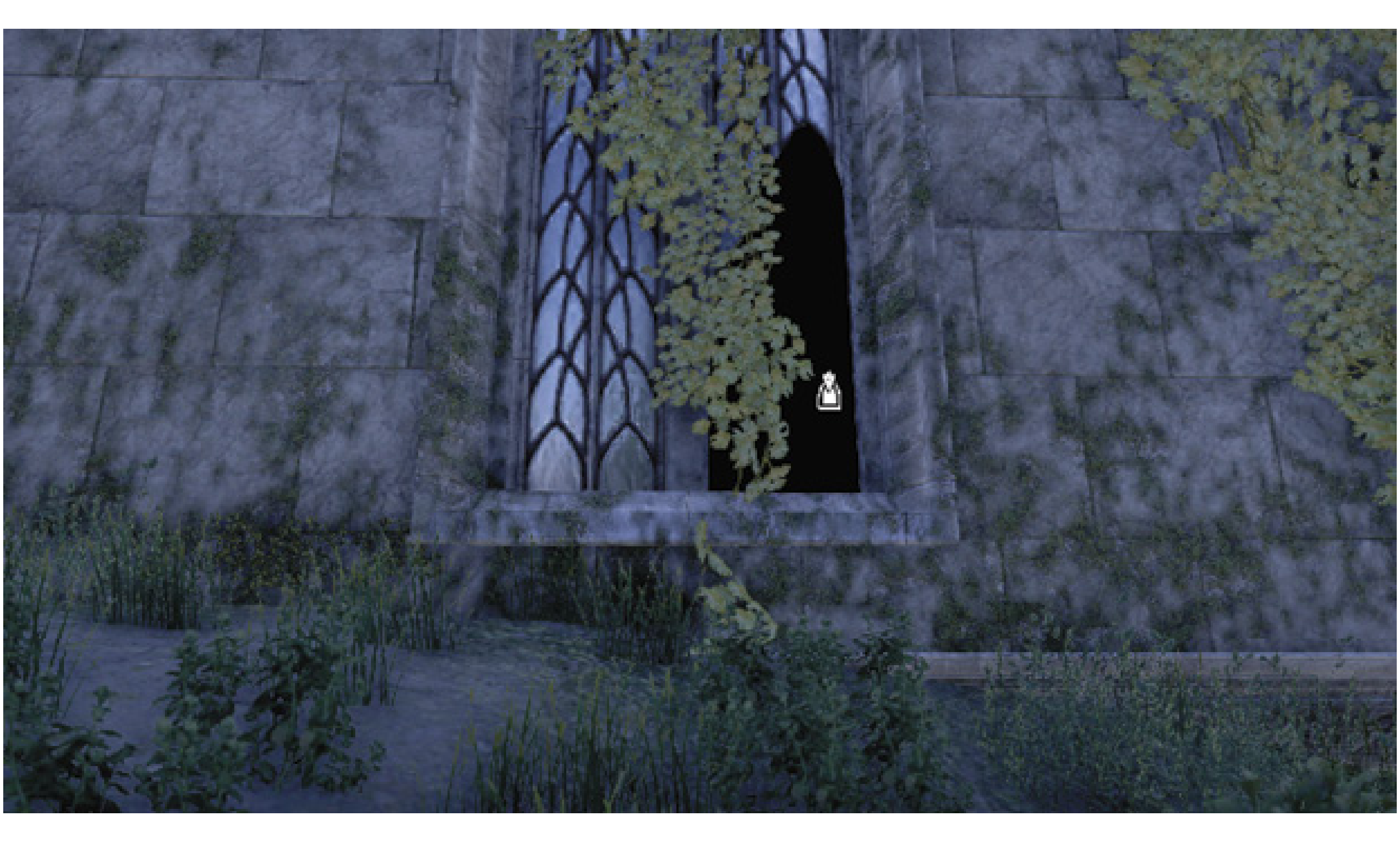
Description: Ruliel and his group of vagabonds are in a bind: They and others living in the area are disappearing one by one and Ruliel is convinced either the ruins of the Corgrad Wastes are to blame or a local landowner by the name of Faidur is trying to scare them off. Either way, investigate the ruins and see if you can locate those who have disappeared—or at least find the source of the disappearances.

- **Quest-giver:** Ruliel

HEAD TO THE RUINS OF CORGRAD

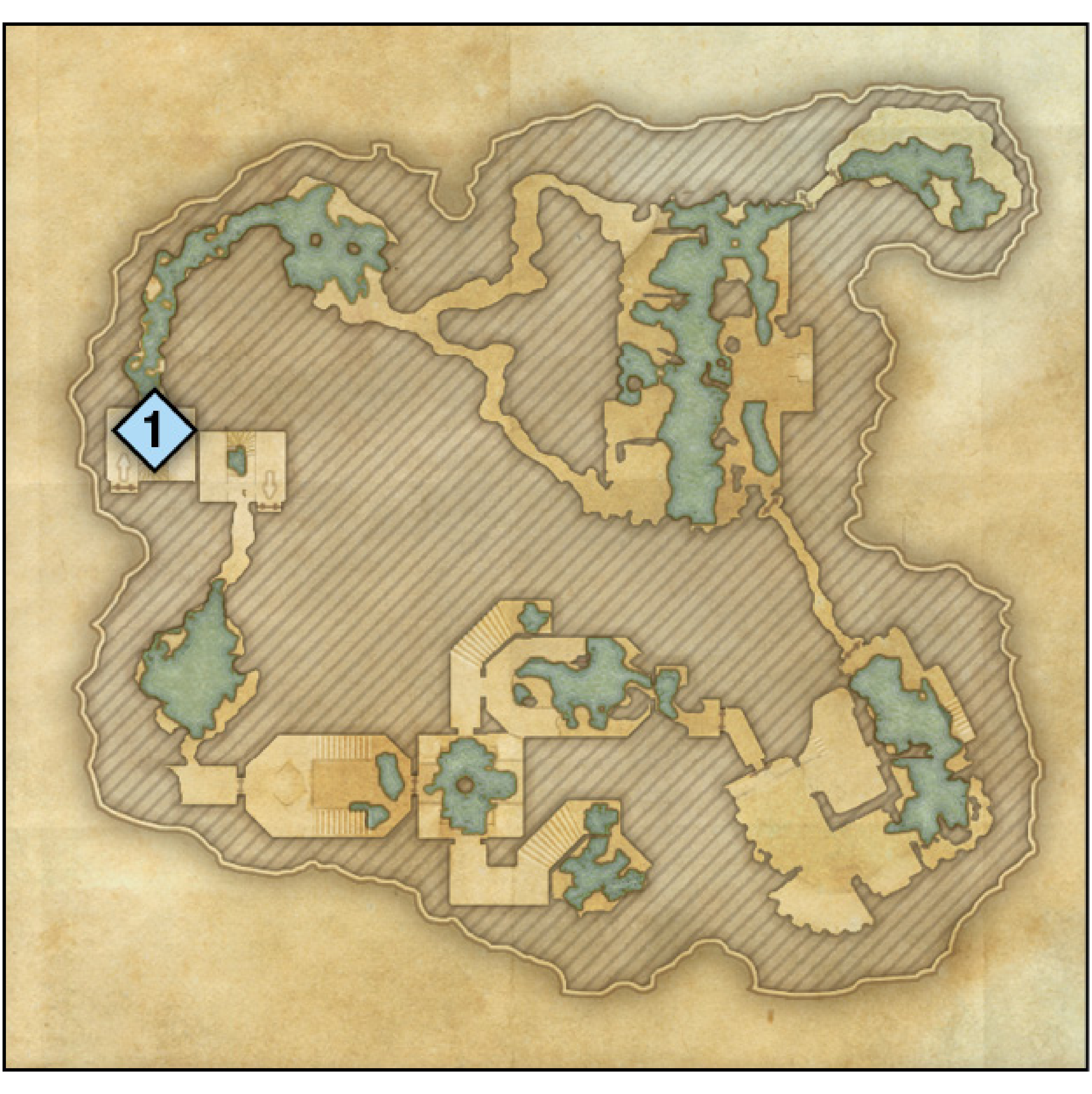
After speaking with Ruliel, turn around and talk to Faidur about what he knows. You'll have the opportunity to intimidate him while talking, which will give you a good idea of whether or not he's innocent.

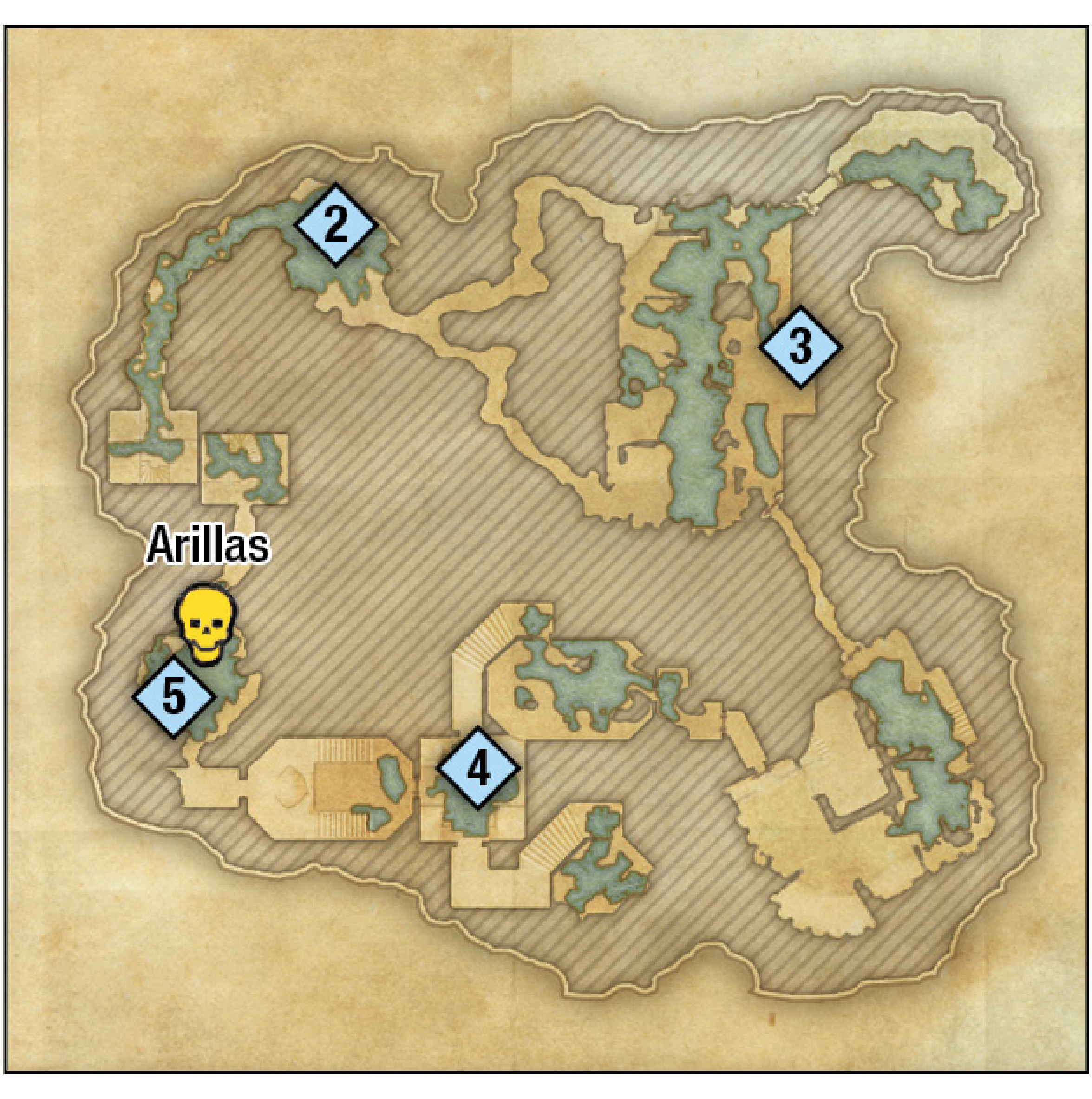
After speaking with Faidur, go northeast to enter the ruins of Corgrad. You'll have to find a way into the interior of the ruins, which can require a bit of investigating. There are seemingly several access points, but only one of them will work: a broken window on the south side of the building in the center of the ruins.



Once inside the ruins, speak with Faidur.

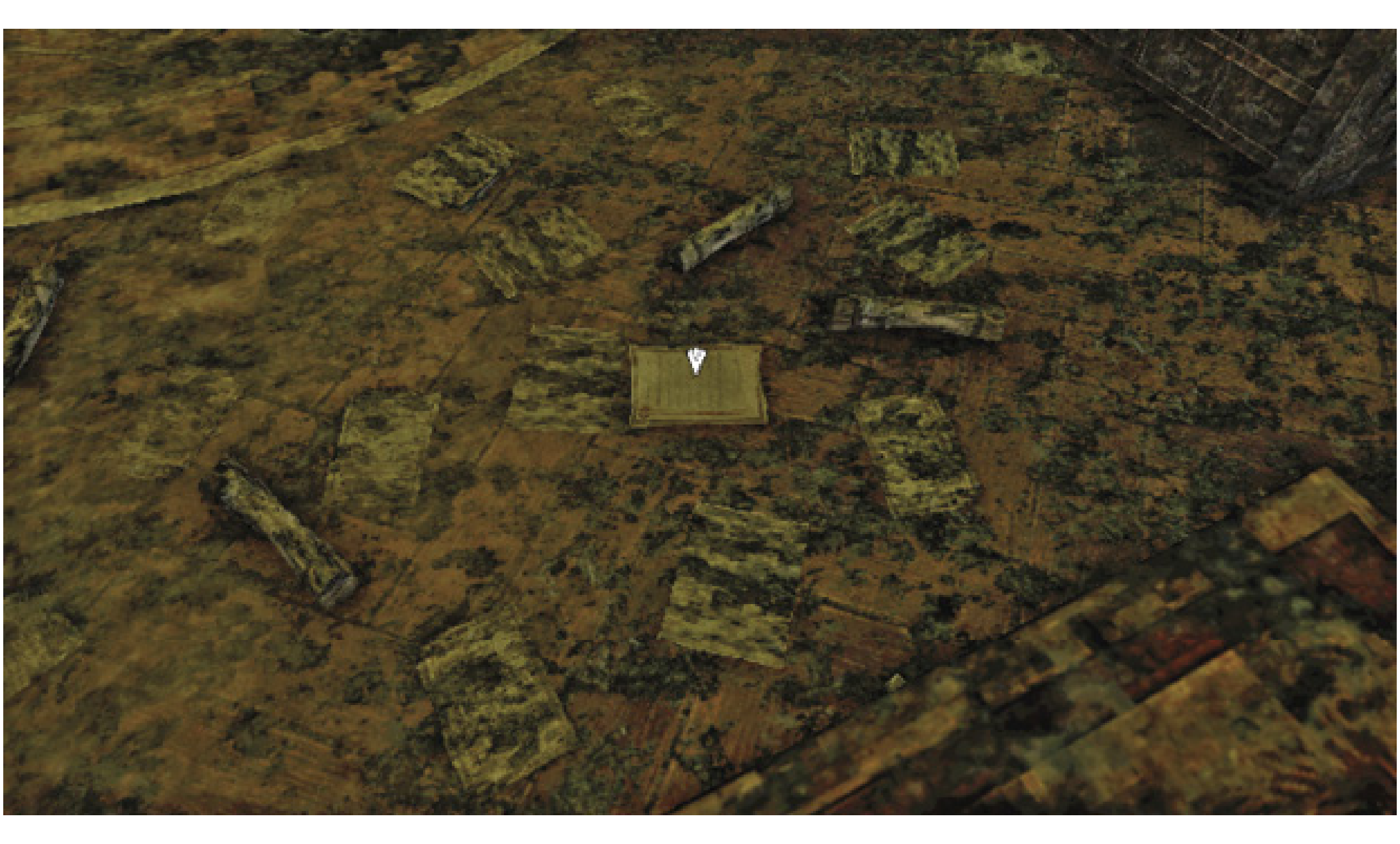
CORGRAD WASTES





Inspect the broken statue in the room's northwest corner, then speak with Faidur again. Exit the room. Head through the door on the room's east side and read Rultari's Journal, which is sitting on the withered cupboard. Speak with Faidur about the journal, then go through the next eastern door and read the letter sitting on the ground.

Head downstairs and speak with Faidur about the letter. He says he heard something in the tunnels ahead. Go and investigate on his behalf. When you arrive at the marked location, read Karnhar's Journal, which is sitting on the ground next to the fire, then speak to Faidur about its contents. Continue through the tunnels and into the vast opening ahead. You'll find enemies from here on, so take care.



SEARCH THE CAVERNS

Investigate the area and you'll find a group of cavern dwellers on the room's east side. Speak with them and they'll give you a clue to the location of those who went missing from the surface. You can head to the room's northeast corner and continue your investigation, or you can delay that and speak with both Faidur and Arillas to gain more perspective on the Corgrad Wastes.

Once you've traversed the northeastern passage, head to the center of the room and read the letter sitting on the ground. As soon as you do, cavern dwellers ambush you. This seems like a good time to check on Faidur.

The place has been abandoned, but you see some of the cavern dwellers going into a passage on the room's southeast corner. Follow them.

FIND FAIDUR

Fight your way through the next few rooms until you reach a man named Henrigg tied to a column. Speak with Henrigg to learn about a set of keys in the room south of him. Retrieve those keys and return to Henrigg. Free both Henrigg and the other prisoner in the room, Mindoril, from their shackles. Once you free the prisoners, go through the door on the room's west side.

ARILLAS

Arillas's bad health clearly shows during this fight. He'll only throw balls of energy at you and create an easily avoidable AoE attack in a donut pattern around himself. Block the energy balls and step toward him when you see him casting his AoE attack.

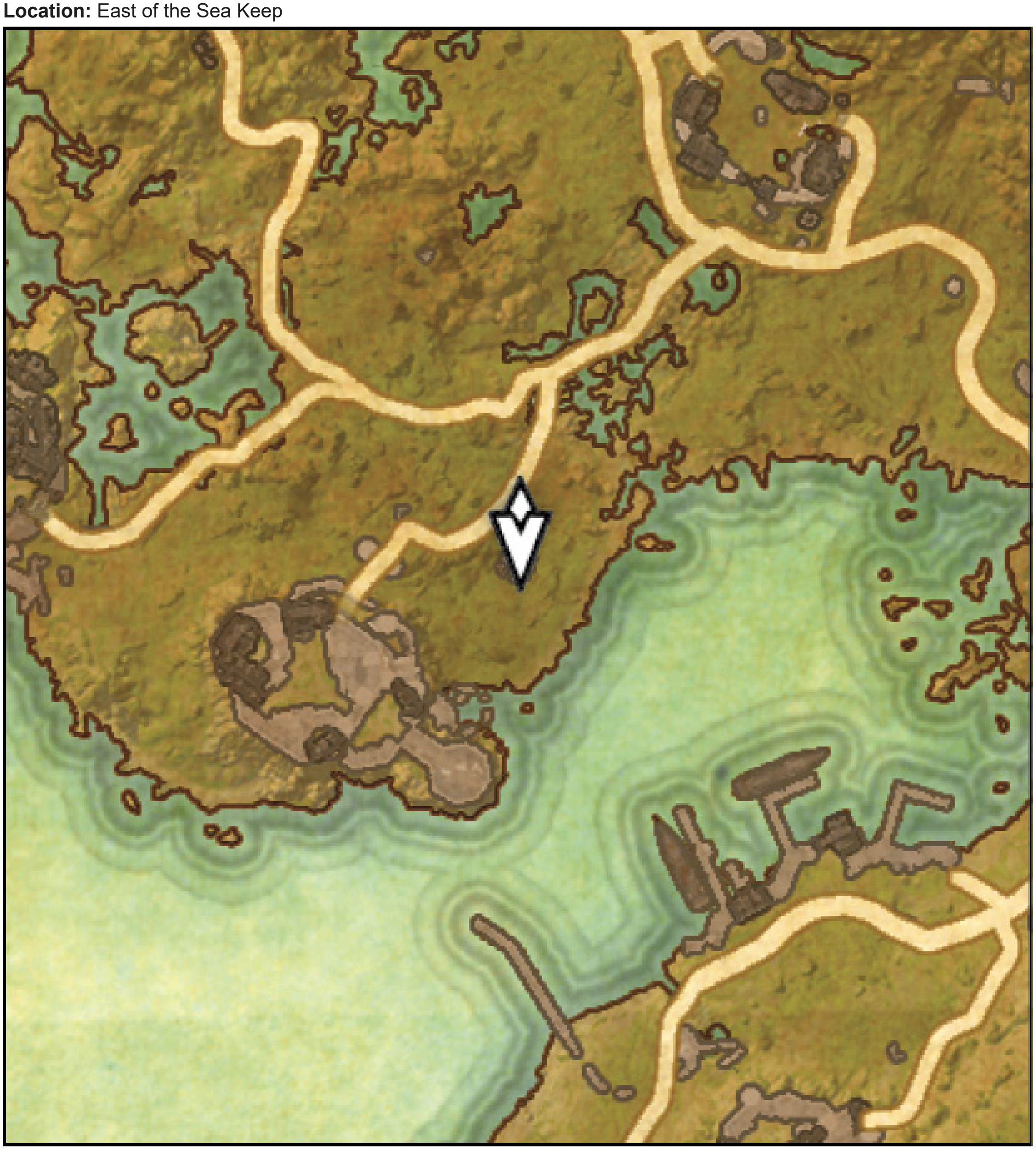
SAVE FAIDUR

Speak with Nemfarion, who is lying on the table to the left. Afterward, you can either destroy the Embalming Stone or speak with all the others lying on the tables to learn more about the history of the Corgrad Wastes and the Saviors. After destroying the stone, speak with Faidur, then escort everyone out through the western door.

Once you defeat him, the coast will be clear all the way to the surface. Pass through the window to see the sky once more. Head back to Ruliel and explain what you saw. Afterward, speak with Faidur to wrap up the quest. You'll earn a Corgrad Heirloom Belt as a thanks for all your help.

Storming the Walls

- **Location:** East of the Sea Keep

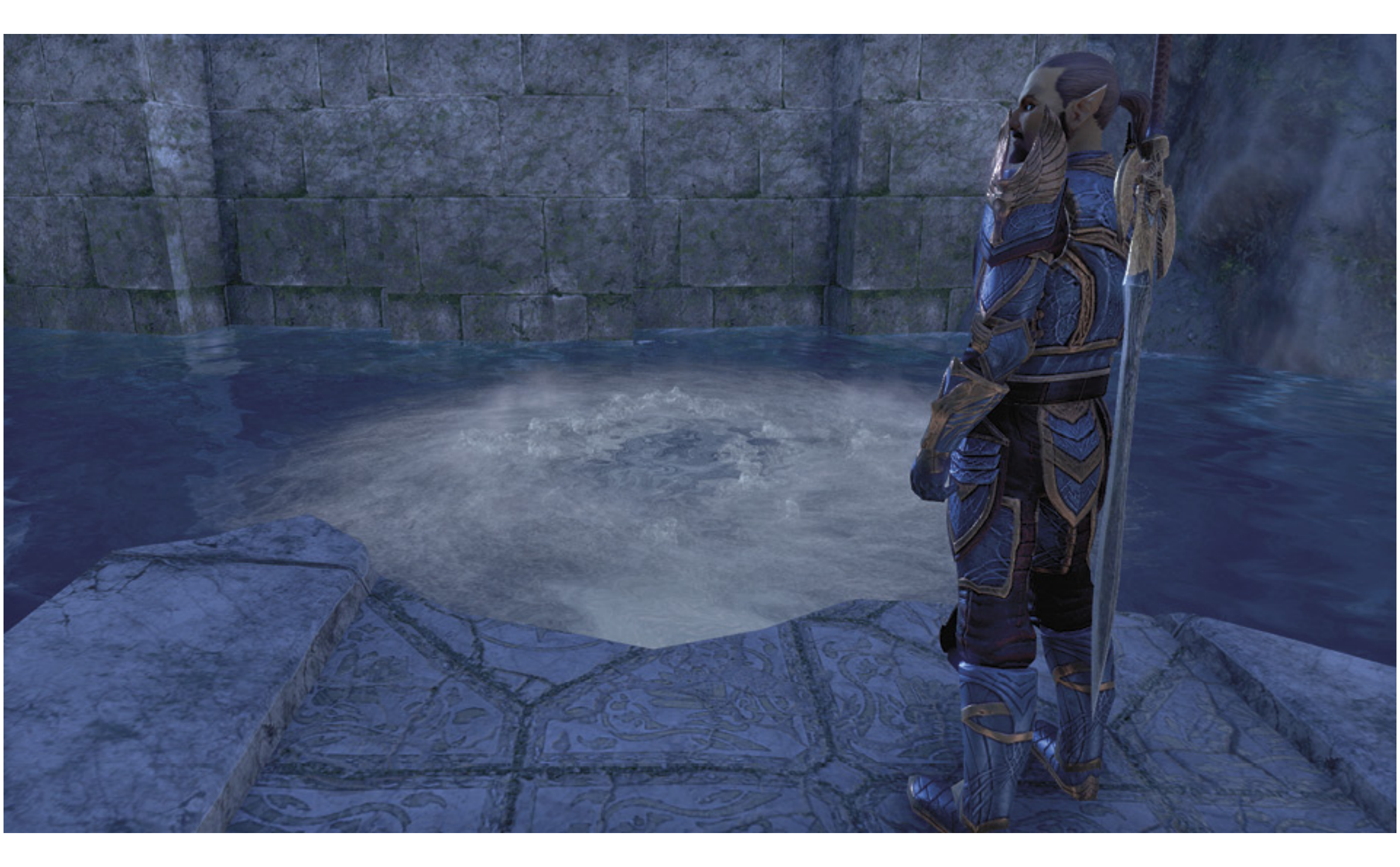


- **Quest-giver:** Pandermalion

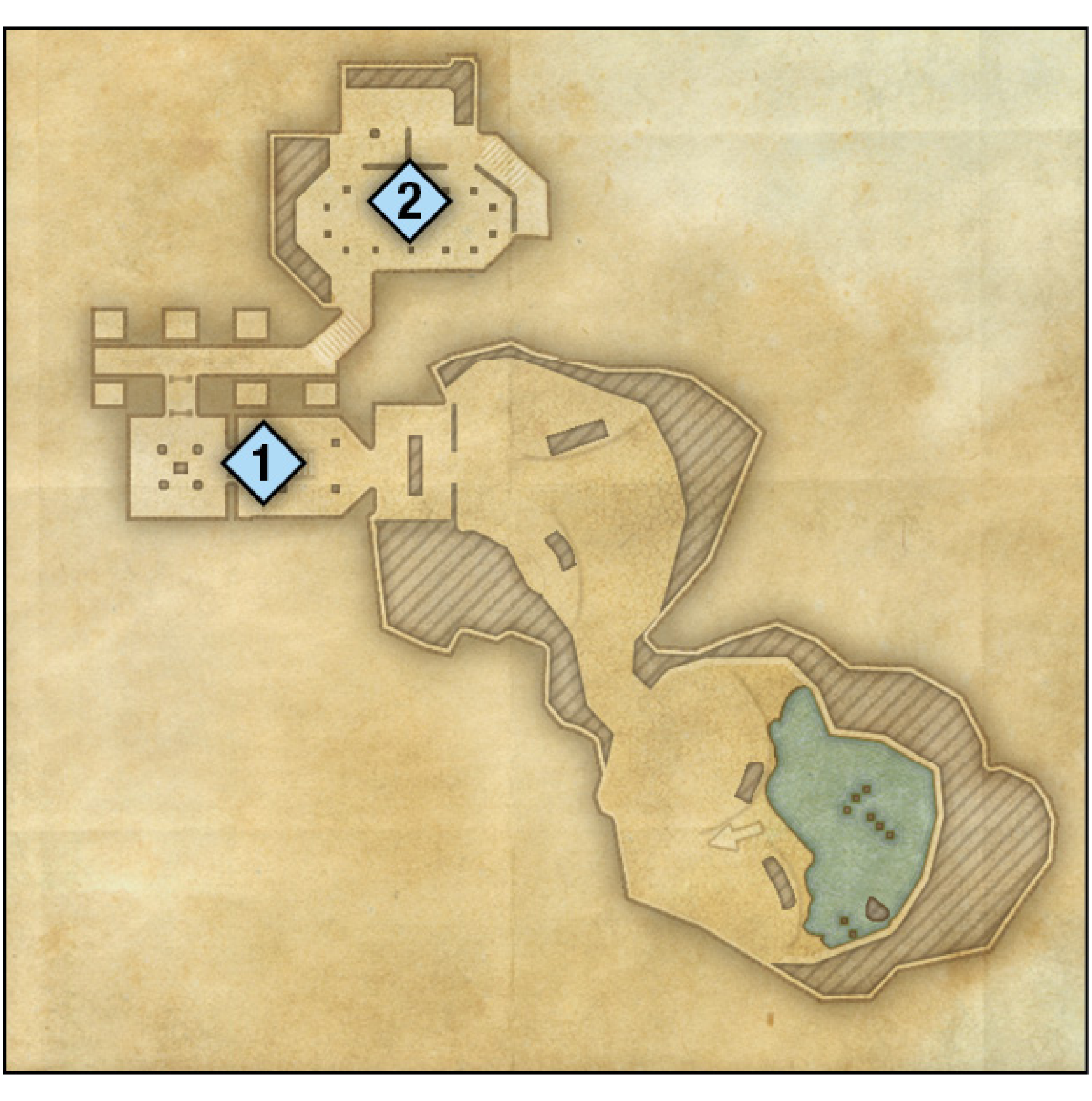
Description: The Sea Keep was invaded by Sea Elves, forcing all of its residents out. To make matters worse, a tempest conjured by the Sea Elves has engulfed the keep and seems to be growing larger with every passing hour. Pandermalion is convinced that it's only a matter of time before it begins moving down the coast, destroying everything in its path. Help Pandermalion reach the Sea Elf mage and put a stop to this tempest before that can happen.

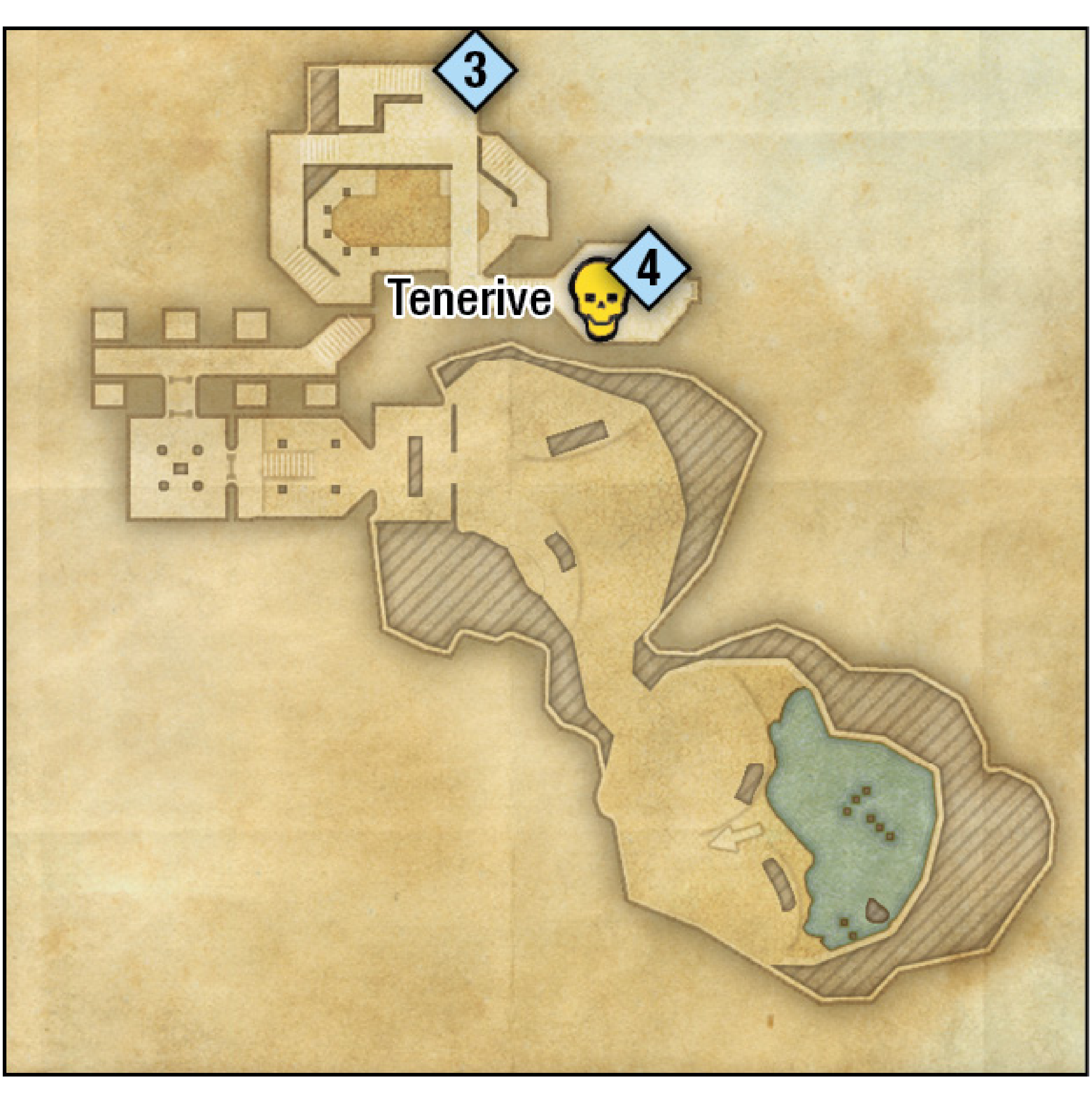
MEET PANDERMALION AT THE RUINS

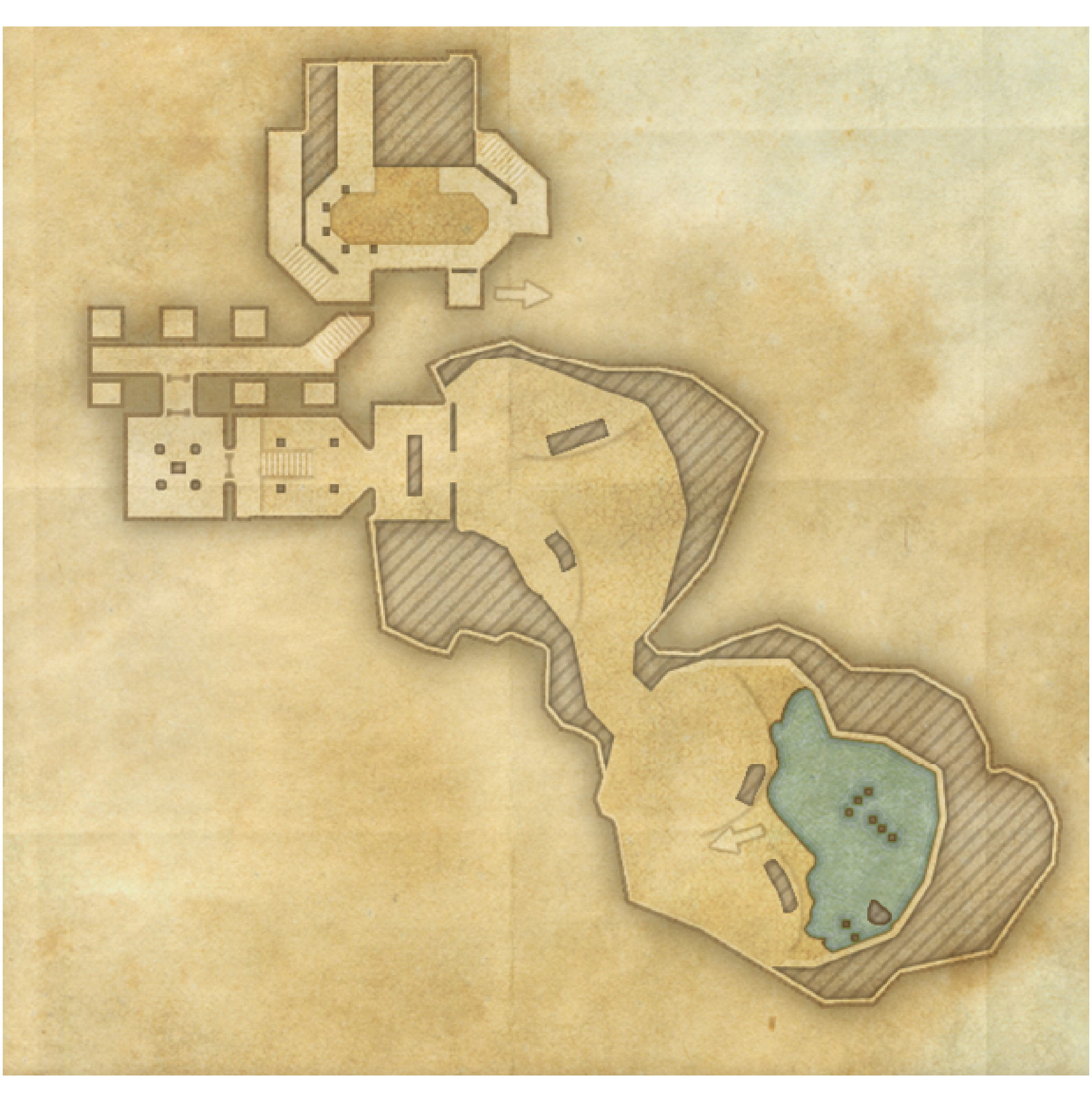
Make your way south of the camp to find Pandermalion. Speak with him and he'll show you a way into the keep. Once inside the ruin, speak with Pandermalion once again.



SEA KEEP





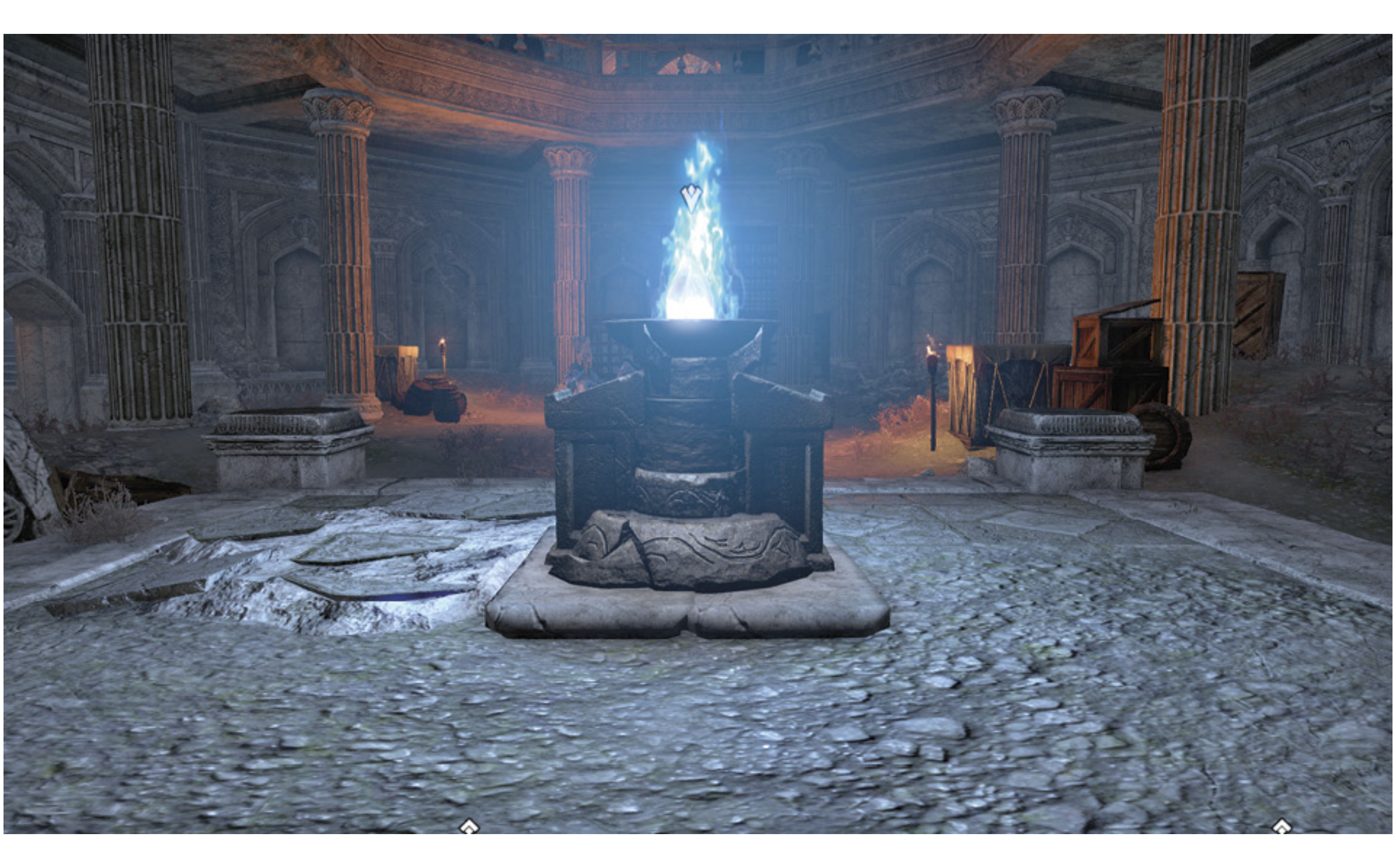


Pass through the ruins to eventually come to an empty room. Pandermalion will approach the north wall and reveal a secret passage. Talk to Castire on the other side of the wall, then speak with Pandermalion. Castire will join you and Pandermalion from here on.

Pandermalion will fight alongside you for a majority of this quest, so most combat encounters will be a lot easier.

SEAL THE MAGICKA FONTS

Exit the cell and head to the right in the next hall. You'll come to an open room with a glowing blue crystal lantern called a Magicka Font. You must extinguish three of these—one in this room and two on the floors above.



TENERIVE

Tenerive isn't a particularly fast enemy, but he is custom built for dealing with you and your group. Aside from a basic sword swing, his attacks all focus on hitting wide or multiple areas at once. At the start of the fight, he'll shoot lightning in the air that will come down and strike you or one of your allies. After it lands, it will begin producing small lightning AoE attacks that shoot out around the room. If it hits you, it applies a temporary movement speed debuff on you.

Tenerive will also create a cone in front of him, then slam down his sword and shock everything in that cone with lightning. You'll have a good amount of time to escape this attack if you move as soon as you see it.

His final move is much harder to avoid. He'll create an AoE circle around him, then immediately shock everything in it. You'll have no choice but to defend against this attack, since the wind-up time is nearly nonexistent.

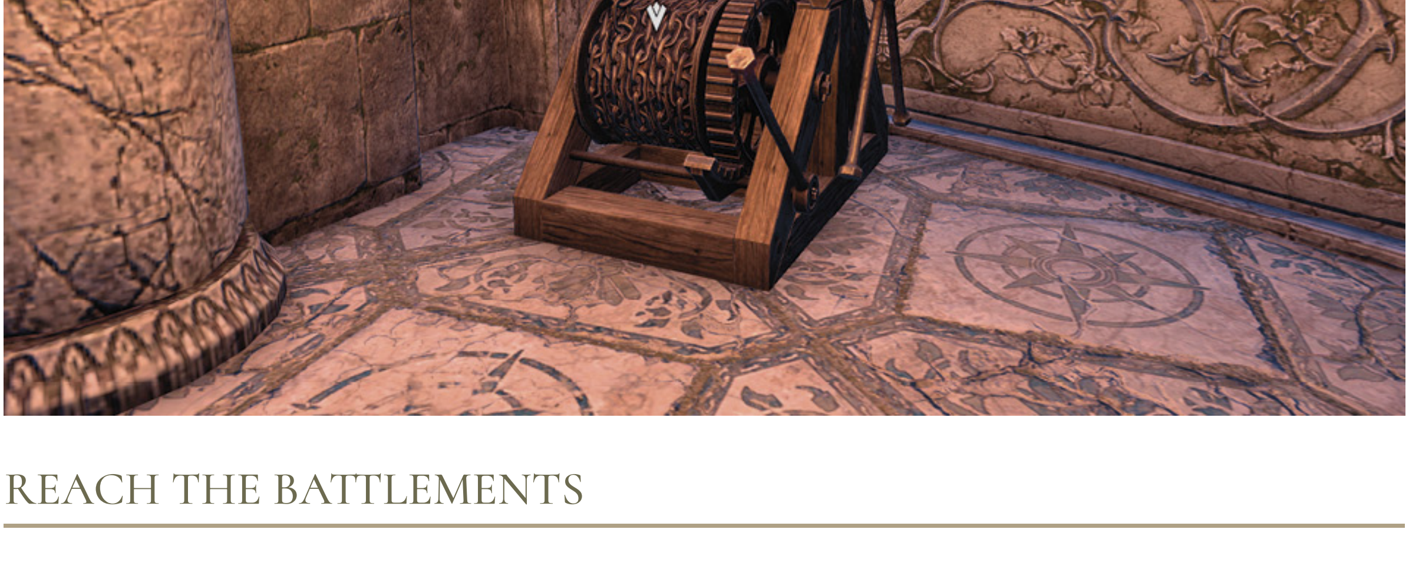
After defeating Tenerive, extinguish the last Magicka Font and head out the back door. You can speak with Castire before leaving the room if you want more information about Tenerive postmortem.

RAISE EITHER THE OUTER OR INNER GATE

You'll have a choice of raising the inner or outer gate at this point. Whatever gate you choose to raise, Castire will raise the other on your behalf. We suggest going for the inner gate on the keep's southeastern side, as it will give Pandermalion some additional dialogue, while activating the outer gate just involves flipping the switch and moving on.

INNER GATE

The inner gate controls are located at the top of the stairs on the keep's southeast side. When you enter the room, Pandermalion will react to a body lying on the floor. Speak with him to learn more about the previous owner of this body.



REACH THE BATTLEMENTS

Head back outside and go to the small gate on the ground floor, stationed comfortably between the towers holding the gate control rooms. Once there, you can speak with both Castire and Pandermalion before heading through the gate. Go to the tempest at the keep's far side. Enter it and get ready to fight Urlsar.

URLSAR

Castire and Pandermalion will sit this fight out, as they can't find the strength to breach the tempest.

Urlsar will hurl lightning from his staff as his basic attack. Guarding will negate it with little trouble. Where things get a bit trickier is when Urlsar teleports to you. Whenever you see this, immediately back away from him. He'll follow up every teleportation with a large lightning AoE attack.

Urlsar can also shoot a flurry of tornadoes your way, which will sweep you off your feet if you make contact with them. If you're not in melee range, this attack is easy enough to avoid, but close range will leave you maybe a second and a half of reaction time to get away from it.

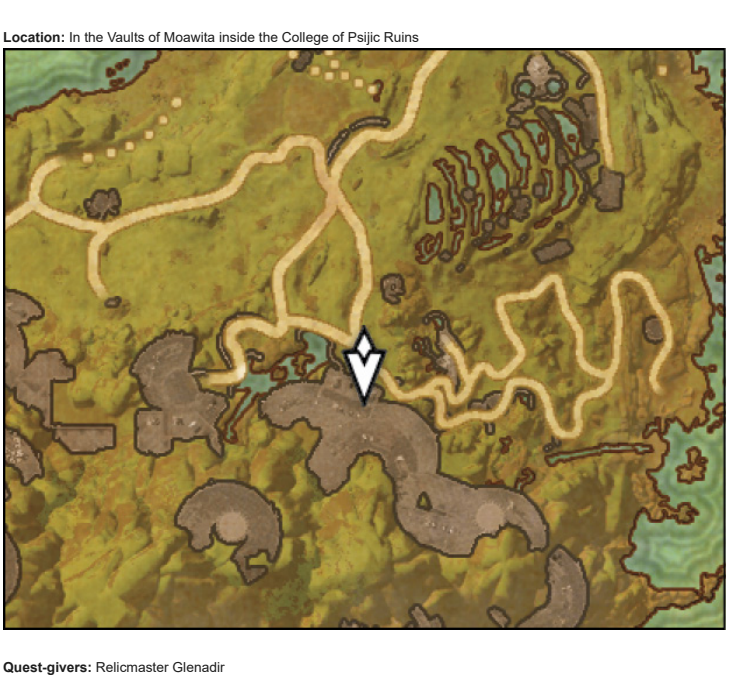
Urlsar's remaining attack will start after his left hand begins glowing with lightning. He'll shoot out several waves of electric balls, which will all move robotically around the ground, shifting angles in unexpected ways as they move. They are easy enough to avoid if they have your undivided attention, but you'll have to disengage from Urlsar to give them the attention they demand.

Once you defeat Urlsar, speak with Castire on the outer walls of the keep. Talk to Pandermalion afterward, then head through the keep's front gate and speak with Battlereeve Farwenya to complete the quest. She'll ask you about the events that led to this catastrophe. You can choose whether to tell the truth. You'll receive a Sea Keep Siege Cuirass for completing the quest, regardless of your answer.

Side Quests

The Vaults of Moawita

- **Location:** In the Vaults of Moawita inside the College of Psijic Ruins



- **Quest-givers:** Relicmaster Glenadir

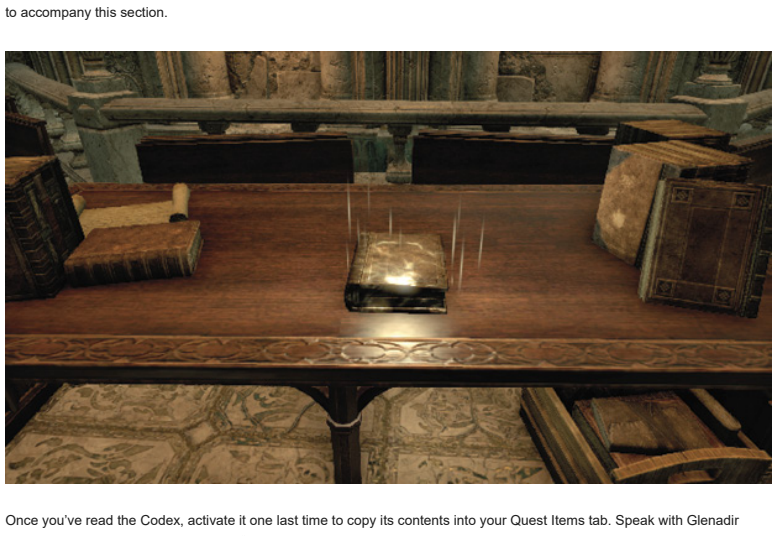
Description: Several cursed relics were stolen from the Vaults of Moawita and have been scattered around Summerset. Relicmaster Glenadir would like you to find all 20 of them and return them to their proper storage containers before anyone can use them for nefarious purposes.

SECOND START

You can also start this quest through Andiryewen, who can be found in the center of Artaeum after you've completed quest "A Pearl of Great Price."

READ THE PSIJIC CODEX

After speaking with Glenadir, read the book on the table just up the small flight of stairs on the room's south side. The Codex is jam-packed with riddles about each of the 20 lost relics' locations. You can also use the screenshots and text we've added to accompany this section.



Once you've read the Codex, activate it one last time to copy its contents into your Quest Items tab. Speak with Glenadir again and the quest will technically be "complete," but there is still much more to do.

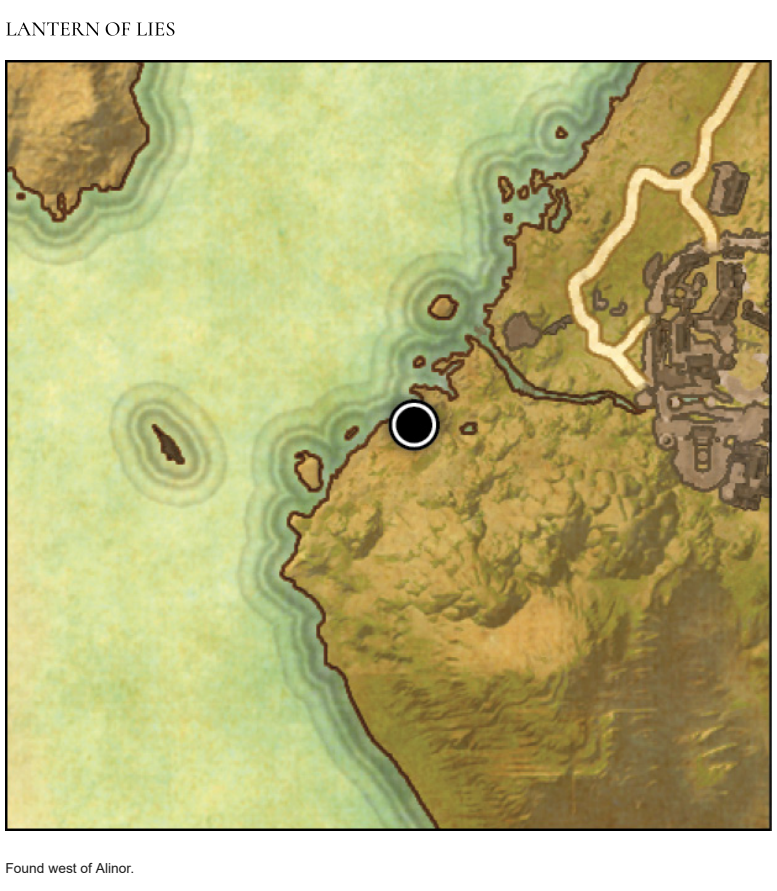
THE RELICS

Every relic can be found inside a Thieves Guild Dead Drop chest. Every time you pick up a relic, you'll experience some form of its curse. These won't harm you in any way; they just give you an idea of each relic's specific curse.

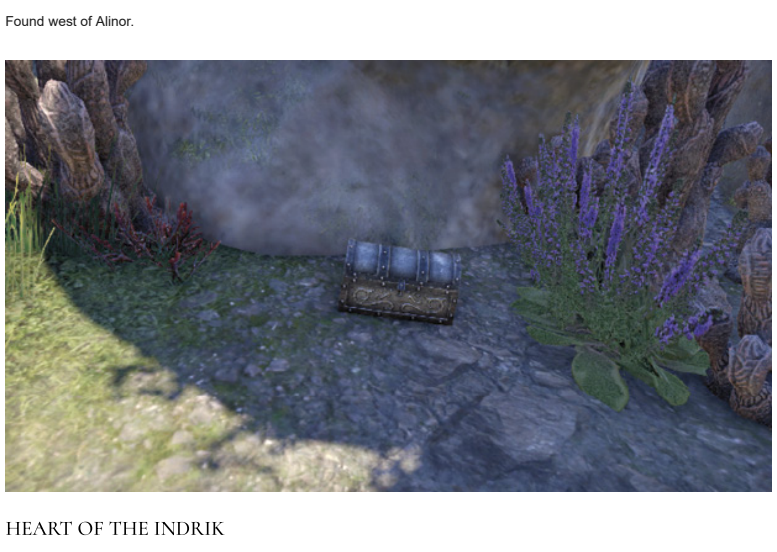
Once you've acquired a relic, you can take it back to the Vaults of Moawita. The case it belongs to will have a glowing blue light inside it. Examine the case and the relic will insert automatically. From here, you can examine the relic in the case to read about its history. There are lots of fascinating bits of lore here, so it's well worth reading if you want some background on each relic.

If you'd prefer to find all of the relics yourself, read no further. From here on out you'll be in spoiler country.

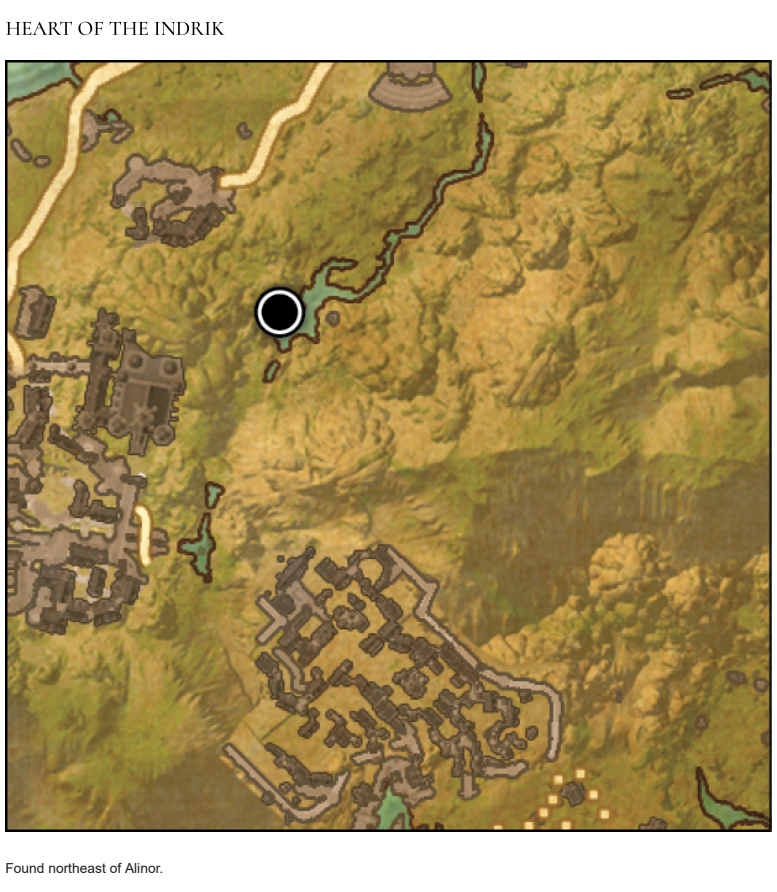
LANTERN OF LIES



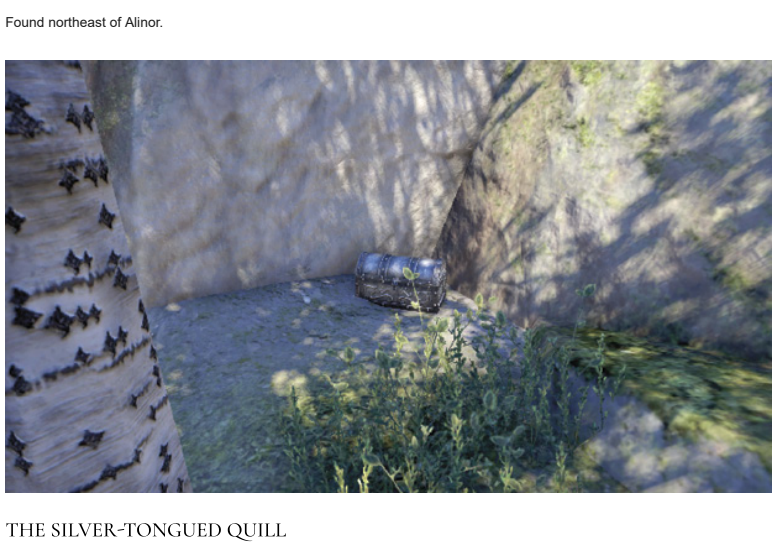
Found west of Alinor.



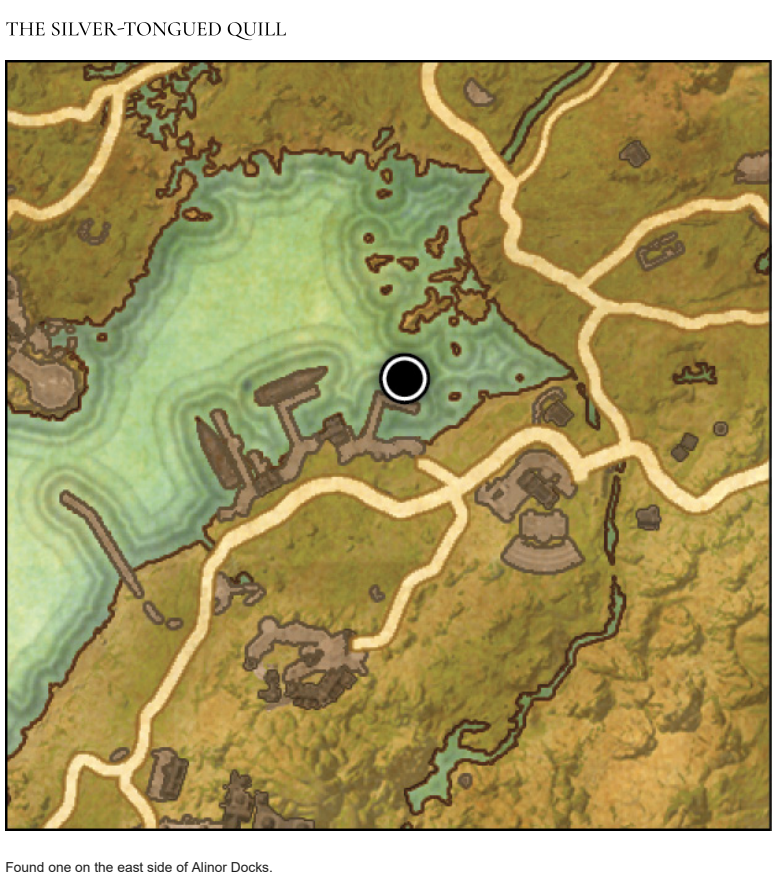
HEART OF THE INDRIK



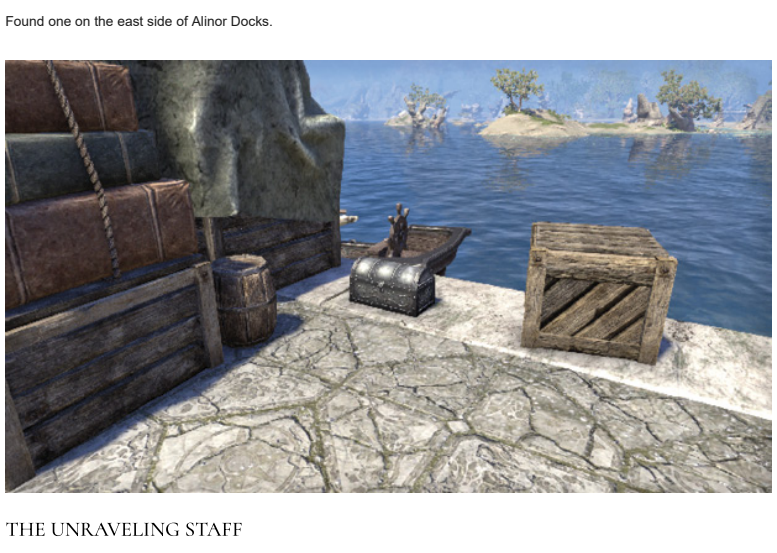
Found northeast of Alinor.



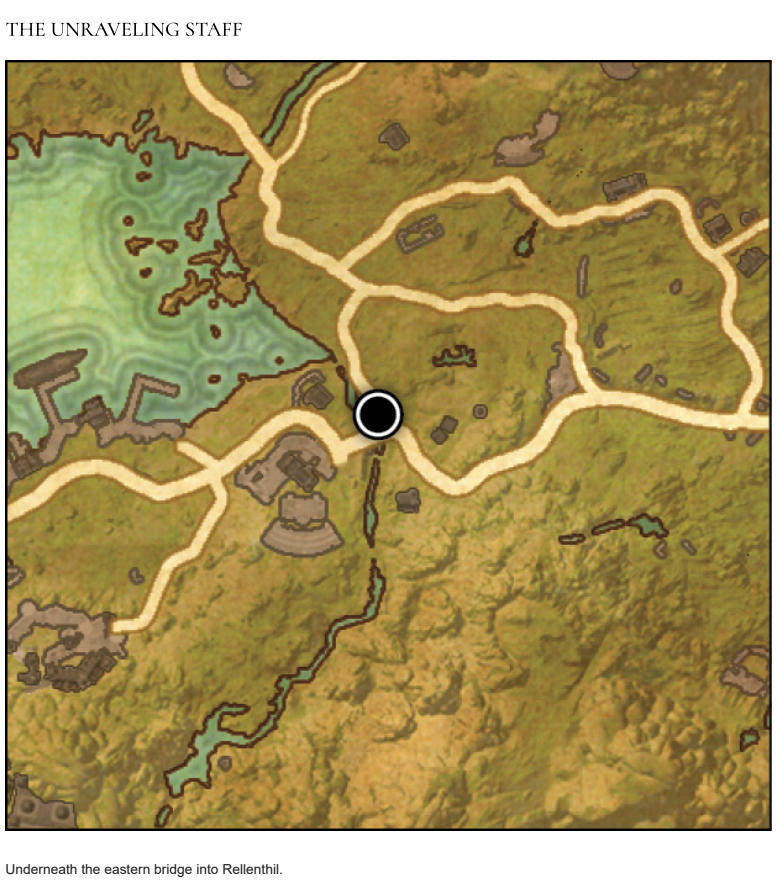
THE SILVER-TONGUED QUILL



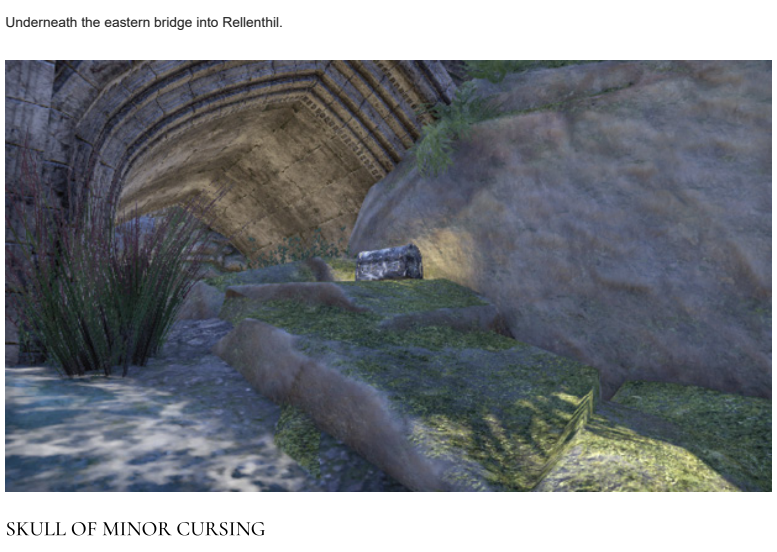
Found one on the east side of Alinor Docks.



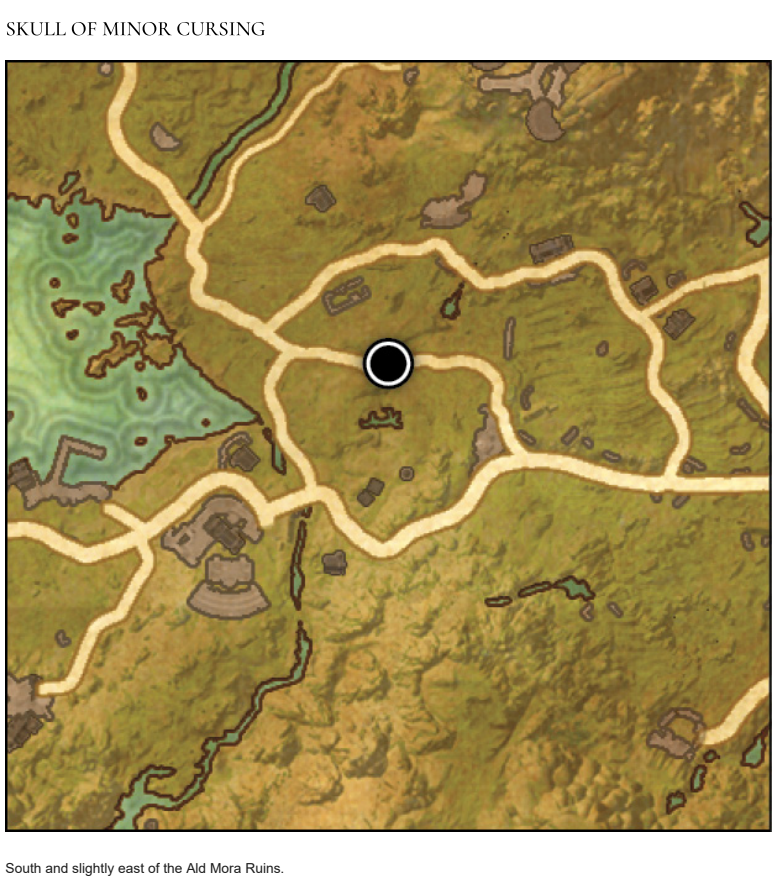
THE UNRAVELING STAFF



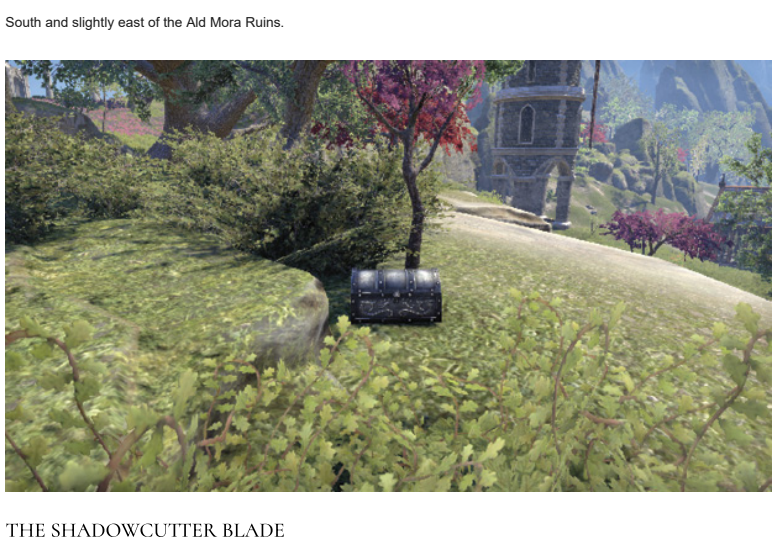
Underneath the eastern bridge into Rellenthil.



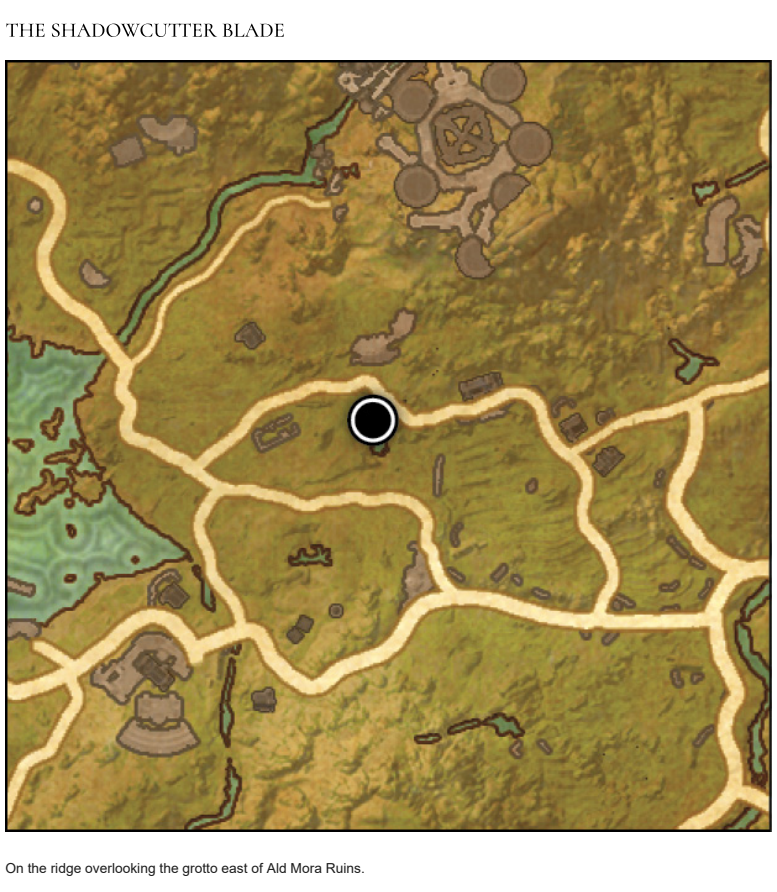
SKULL OF MINOR CURSING



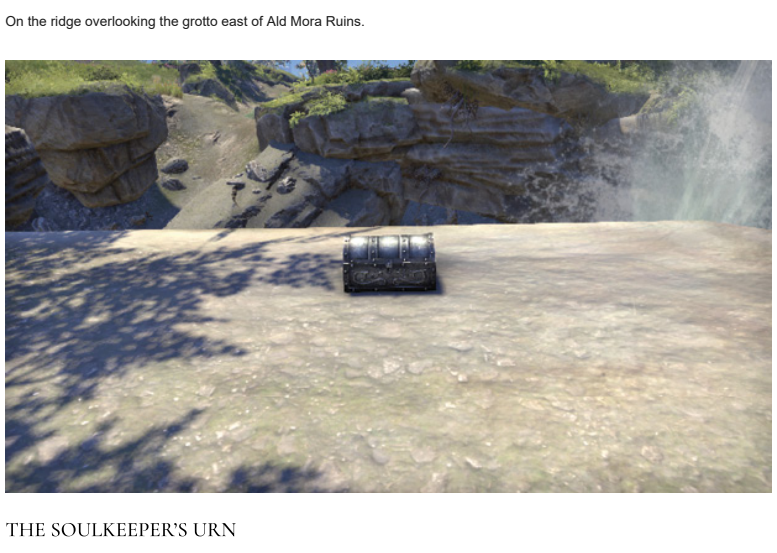
South and slightly east of the Ald Mora Ruins.



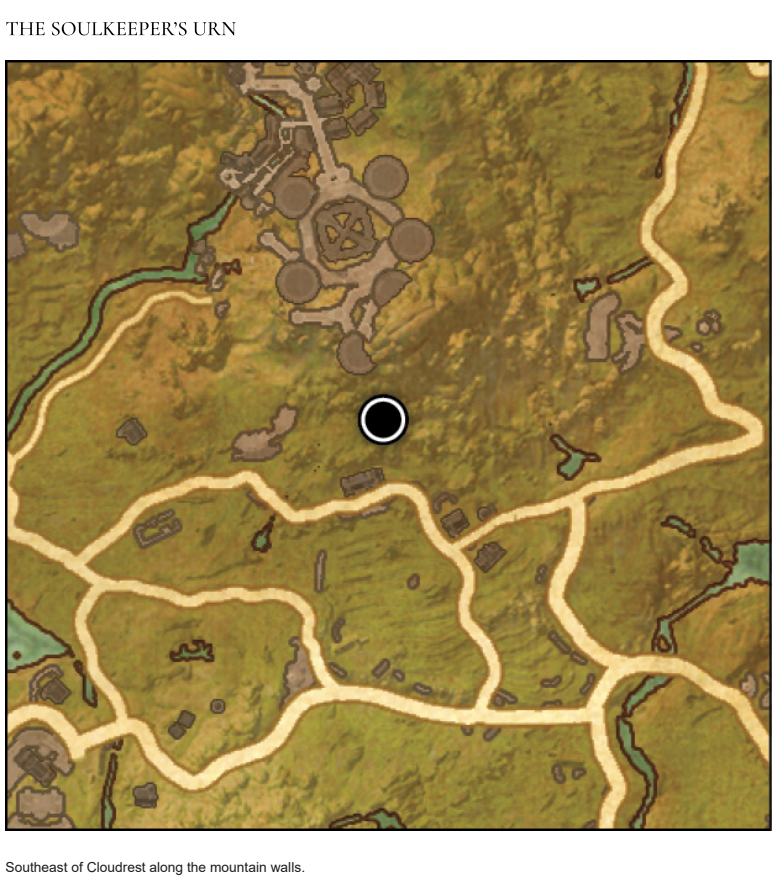
THE SHADOWCUTTER BLADE



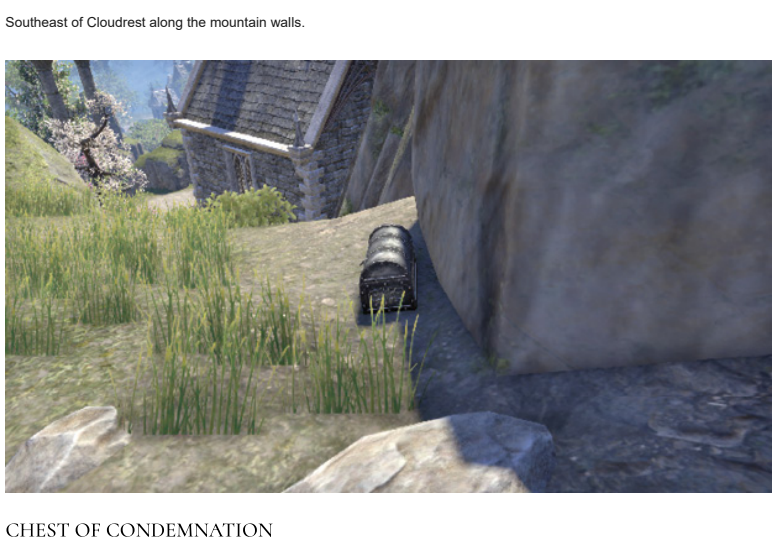
On the ridge overlooking the grotto east of Ald Mora Ruins.



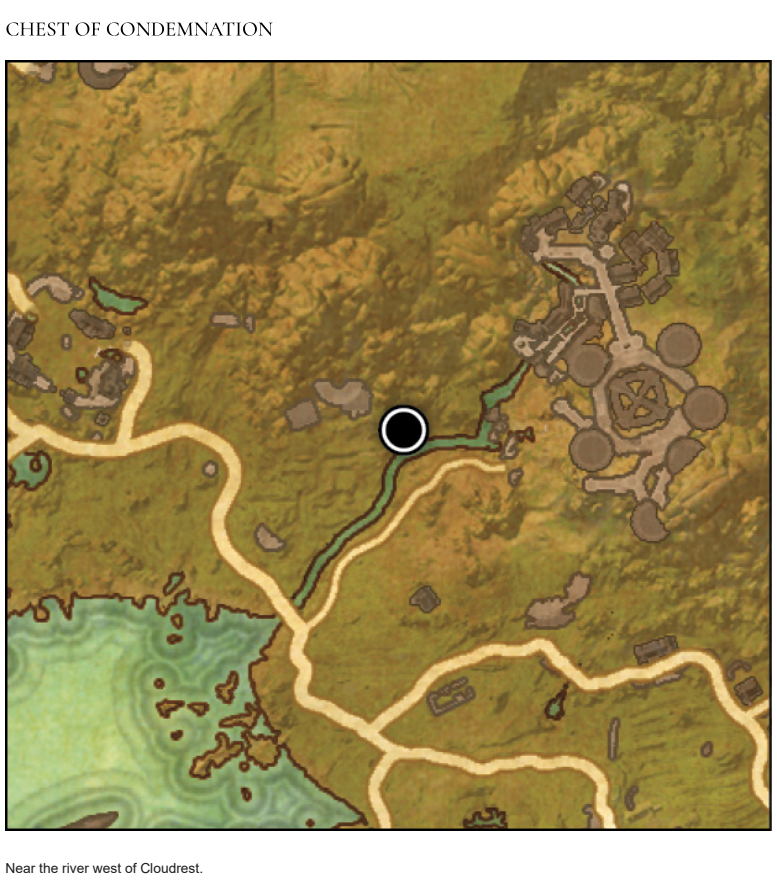
THE SOULKEEPER'S URN



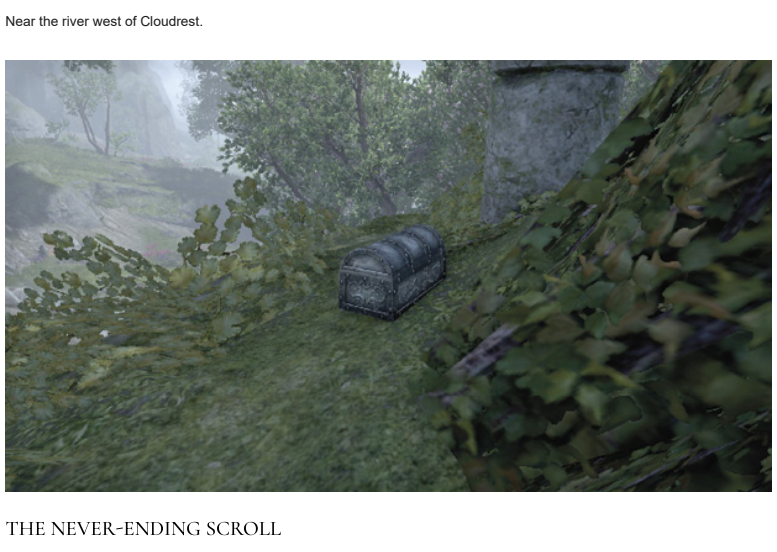
Southeast of Cloudrest along the mountain walls.



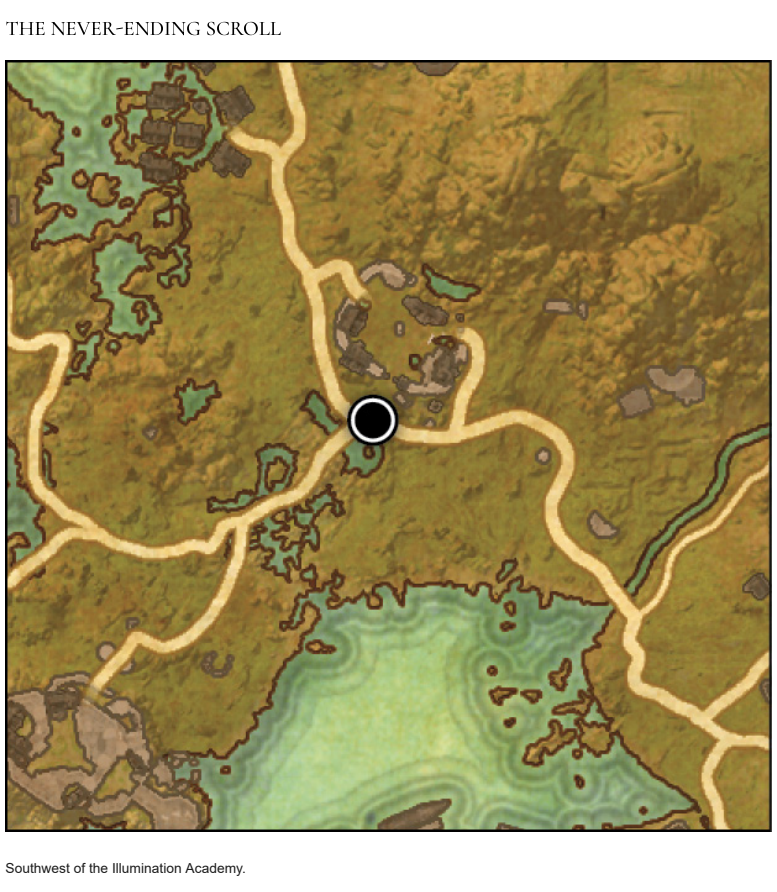
CHEST OF CONDEMNATION



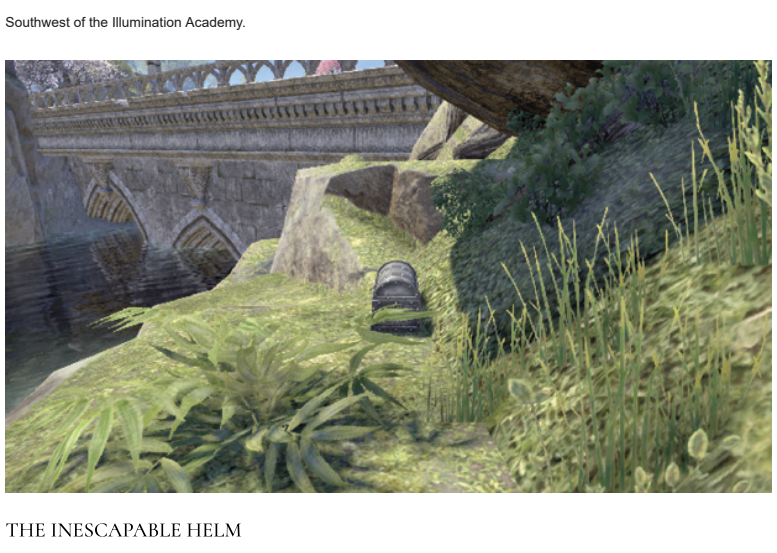
Near the river west of Cloudrest.



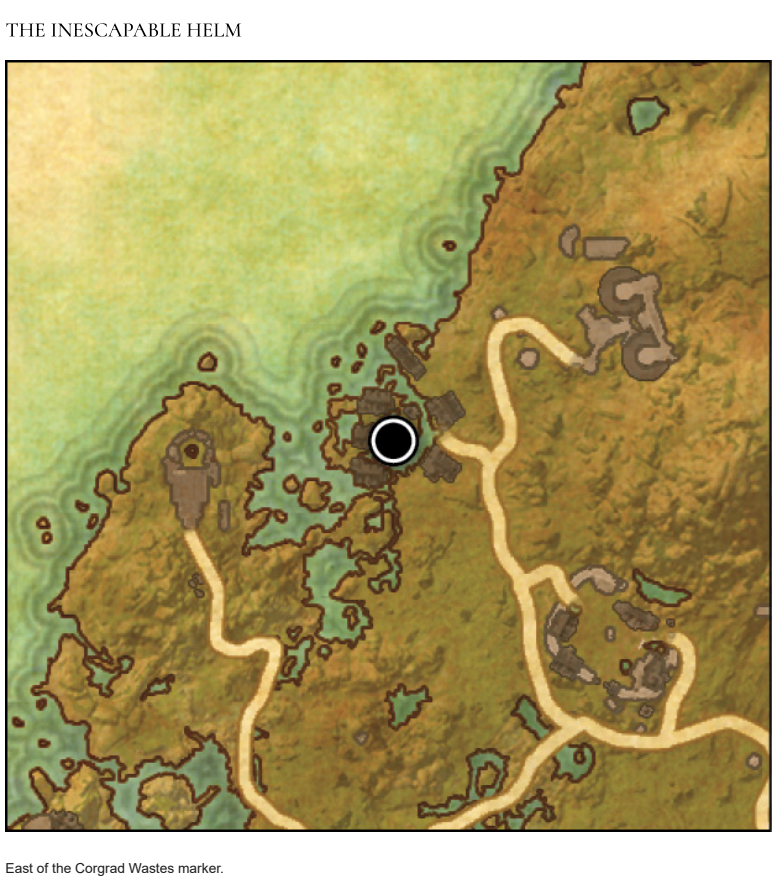
THE NEVER-ENDING SCROLL



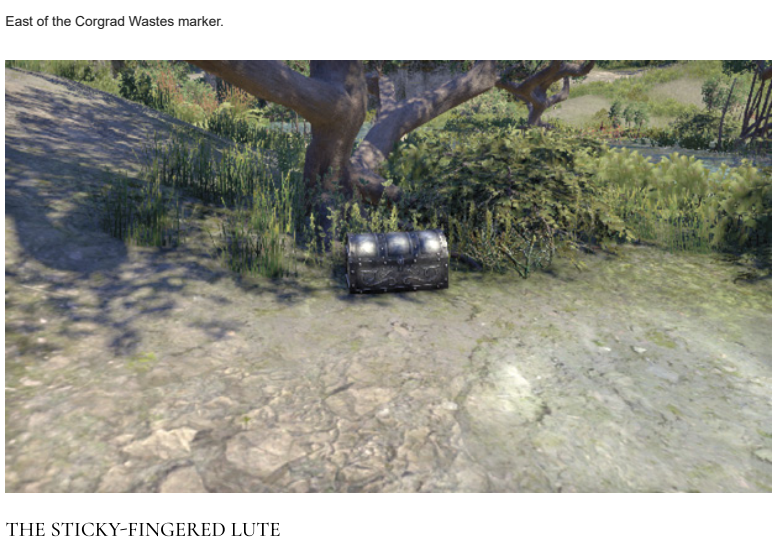
Southwest of the Illumination Academy.



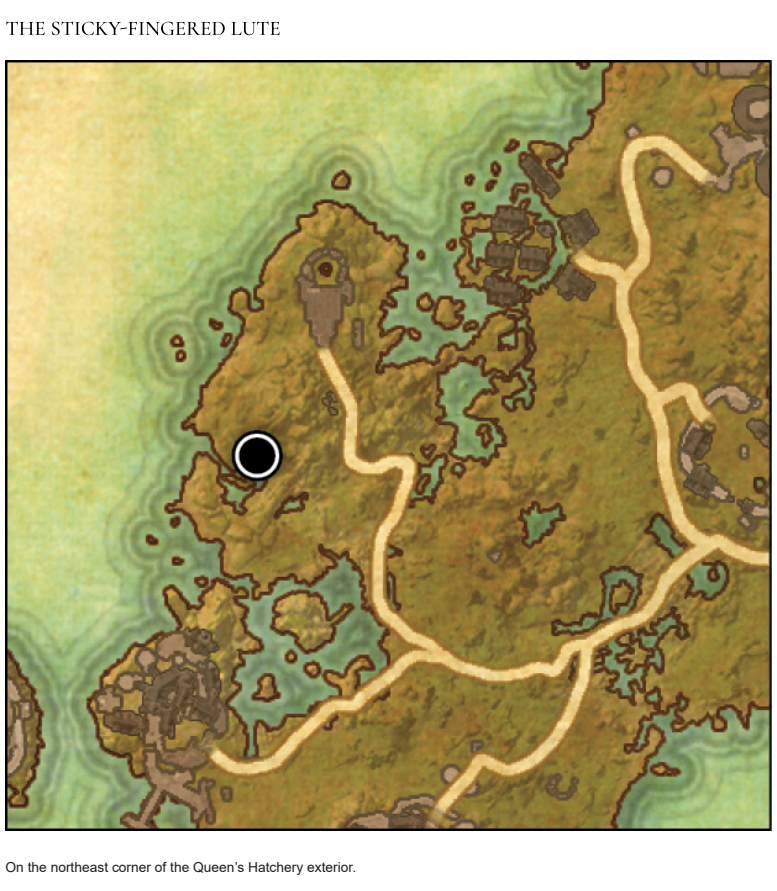
THE INESCAPABLE HELM



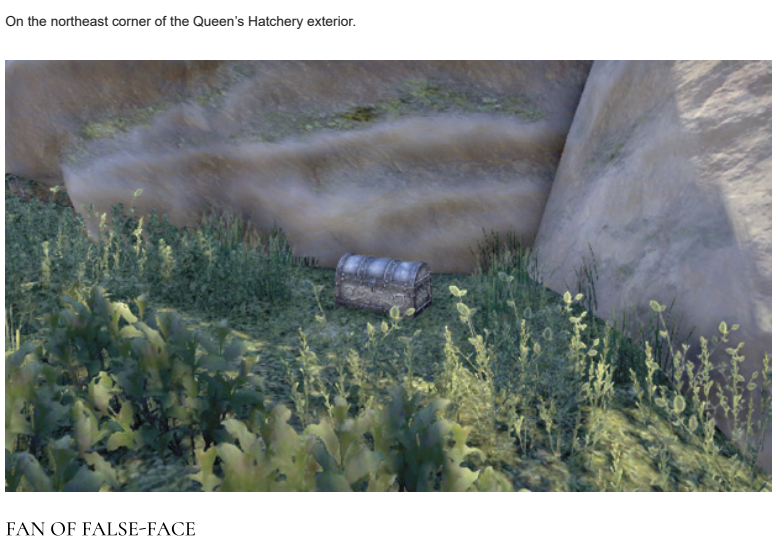
East of the Corgrad Wastes marker.



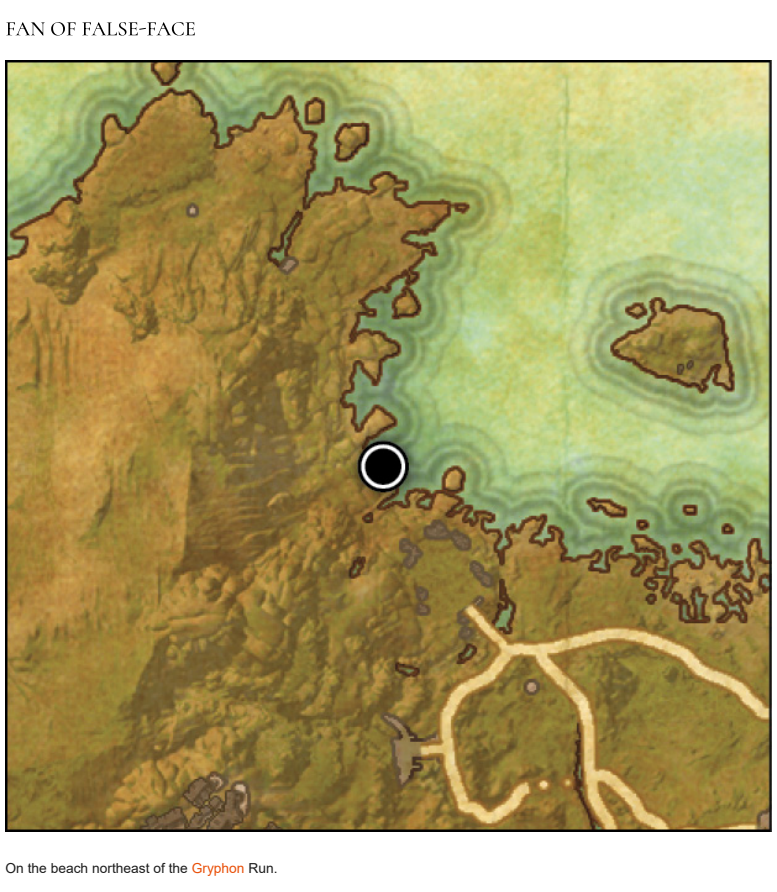
THE STICKY-FINGERED LUTE



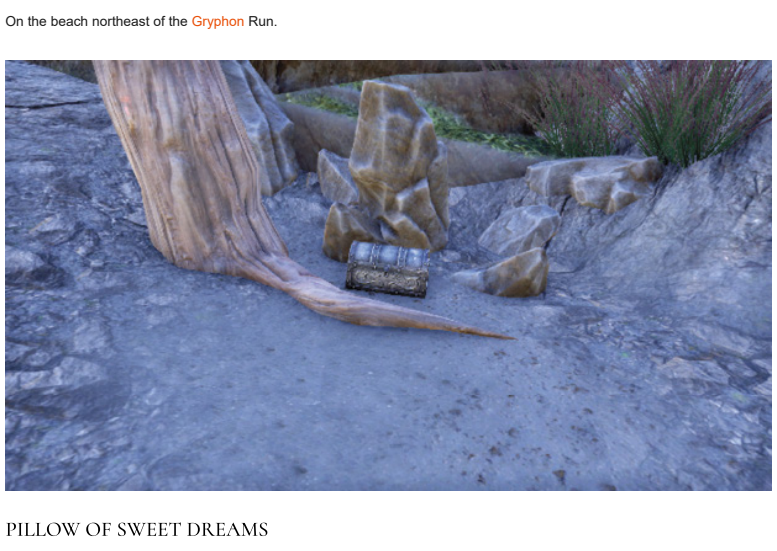
On the northeast corner of the Queen's Hatchery exterior.



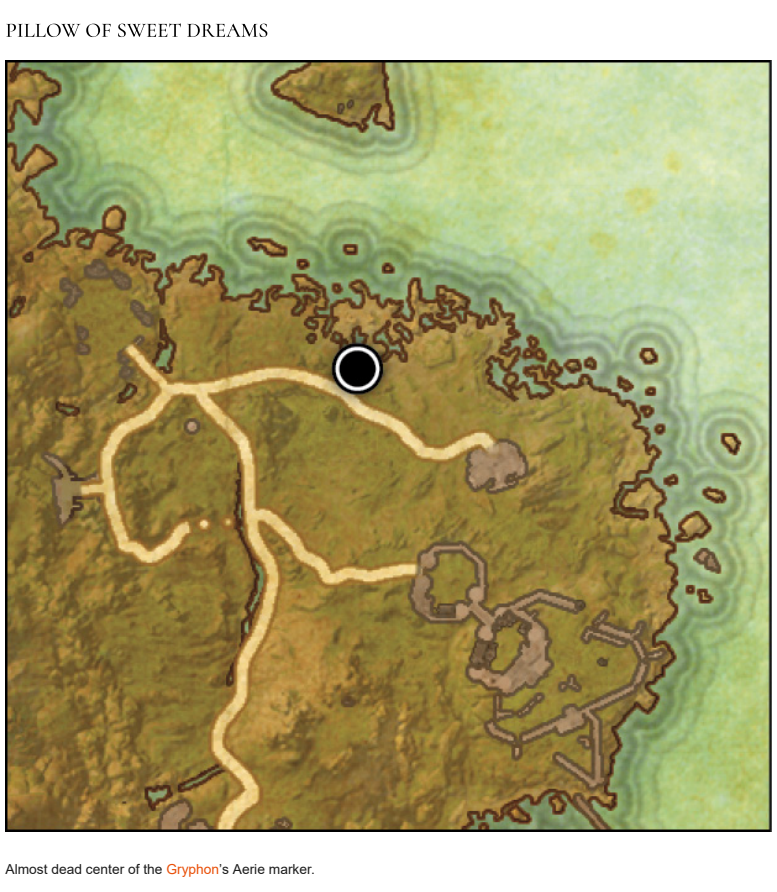
FAN OF FALSE-FACE



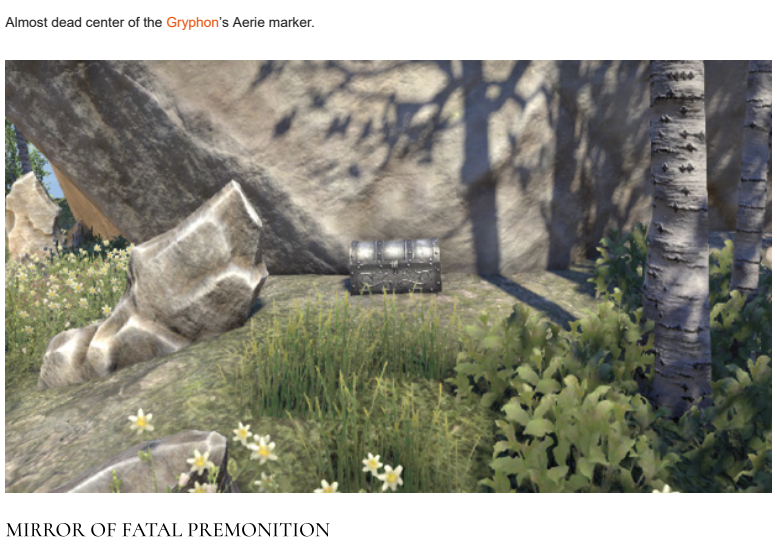
On the beach northeast of the Gryphon Run.



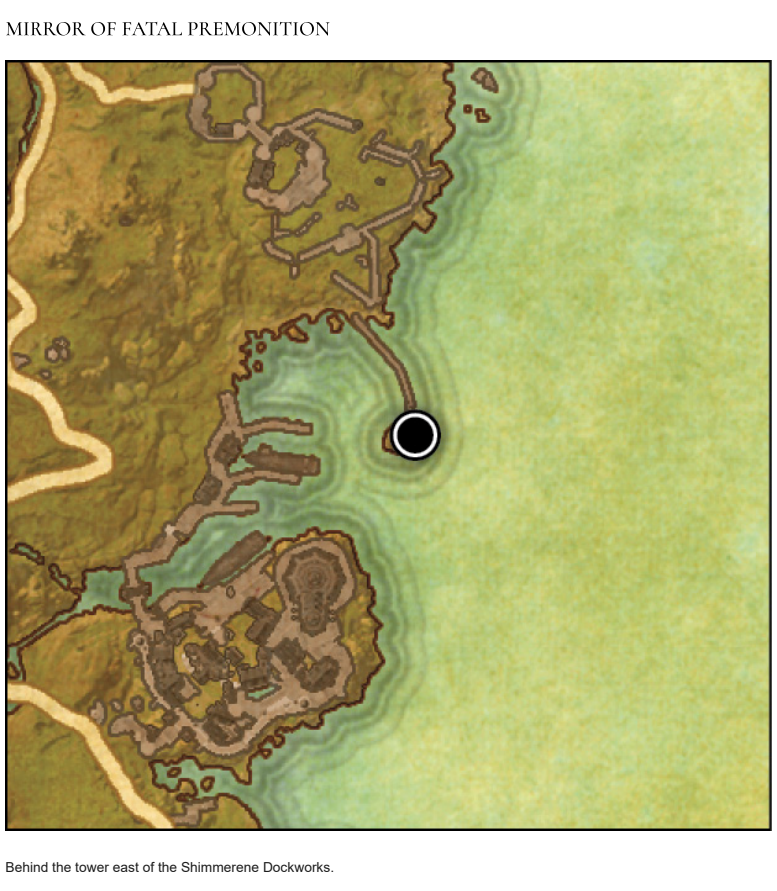
PILLOW OF SWEET DREAMS



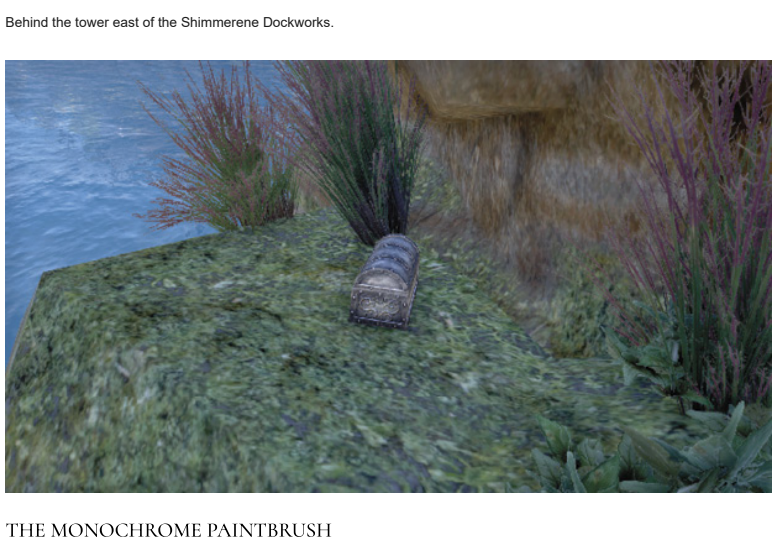
Almost dead center of the Gryphon's Aerie marker.



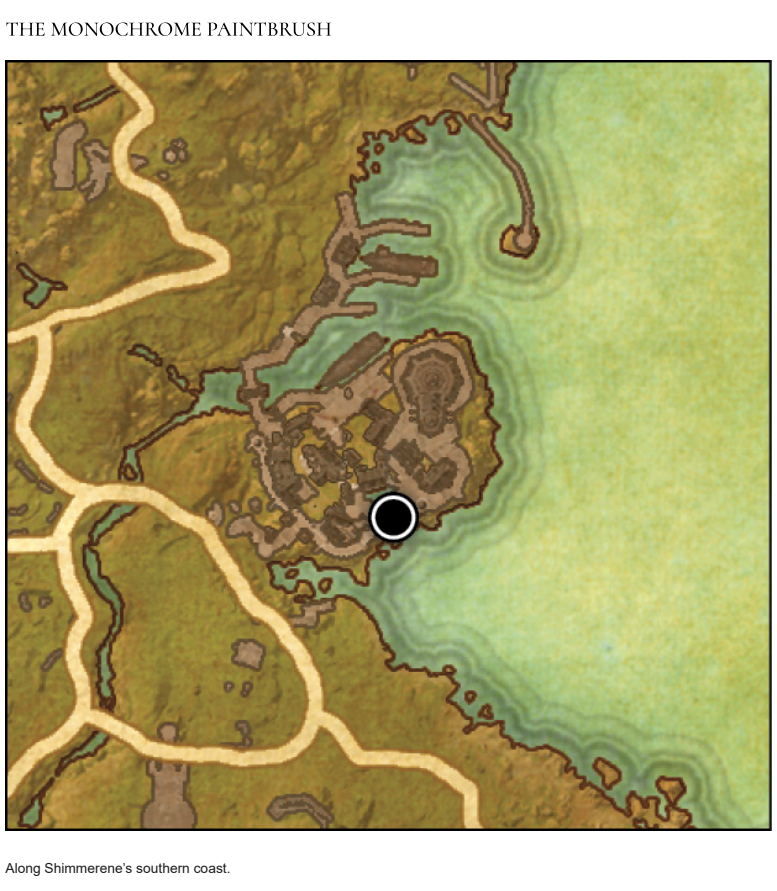
MIRROR OF FATAL PREMONITION



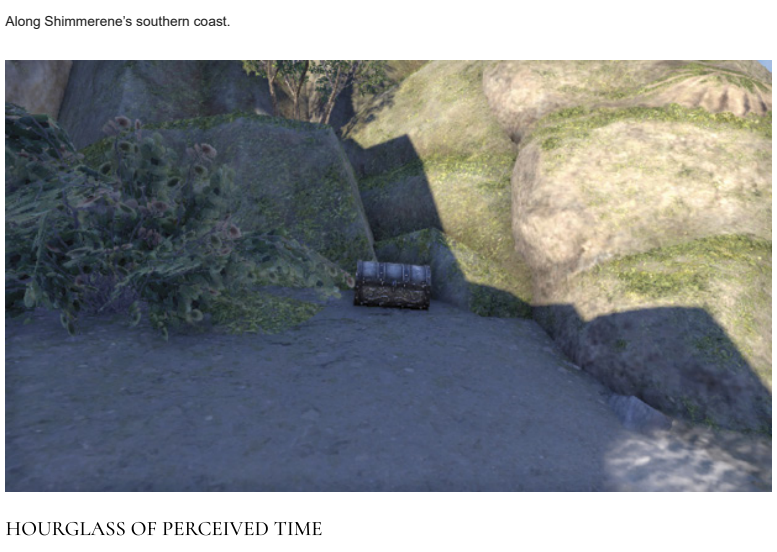
Behind the tower east of the Shimmerene Dockworks.



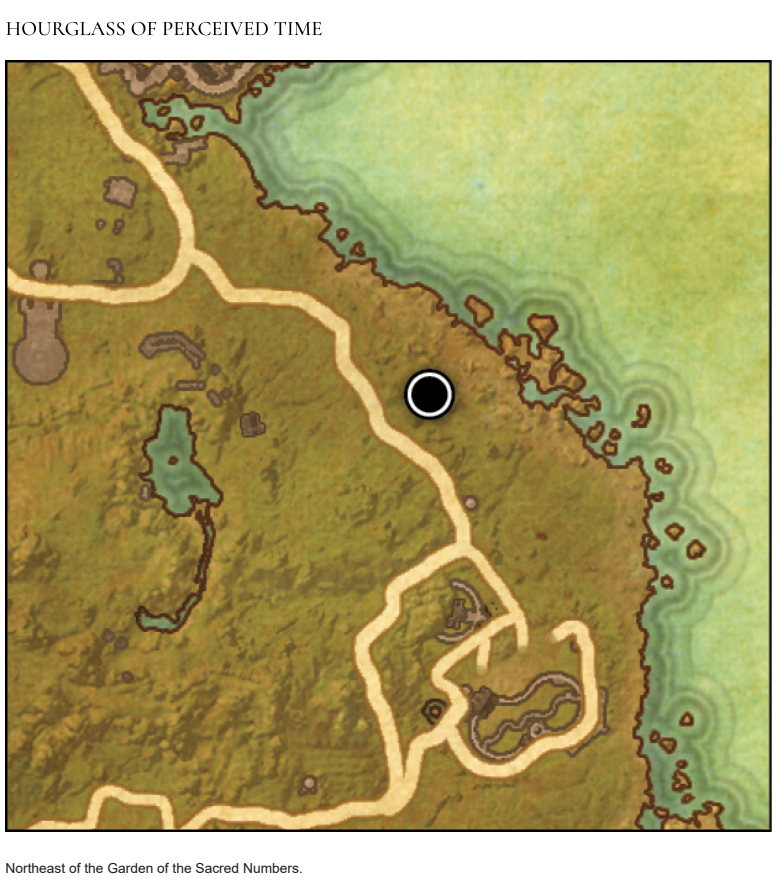
THE MONOCHROME PAINTBRUSH



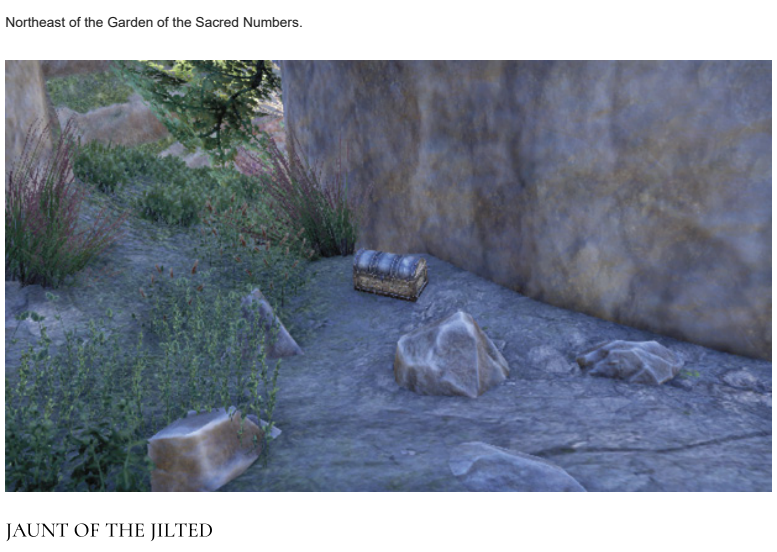
Along Shimmerene's southern coast.



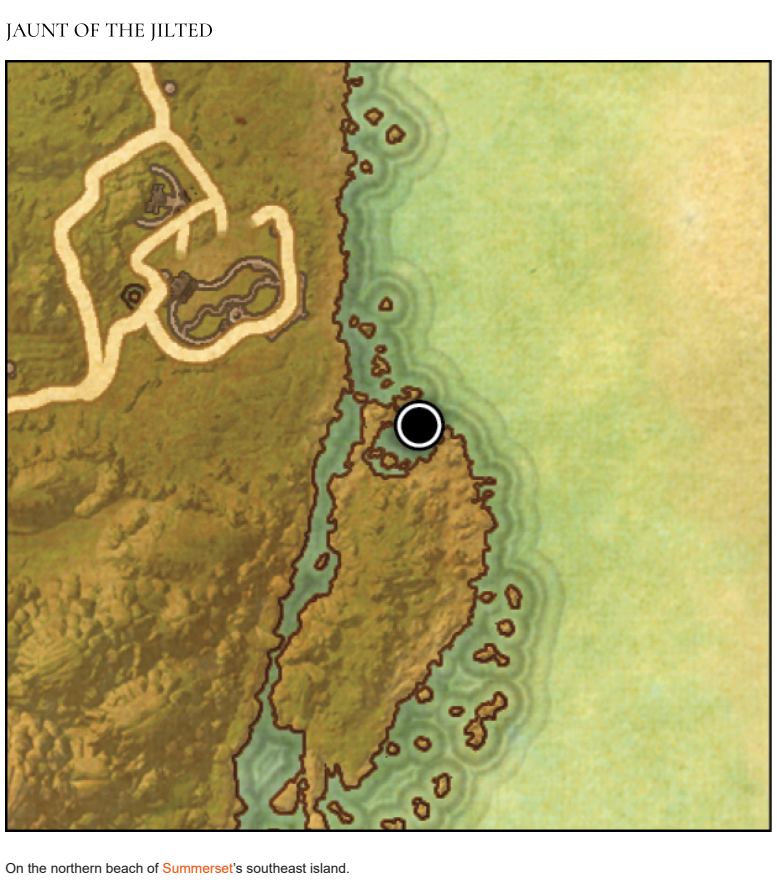
HOURGLASS OF PERCEIVED TIME



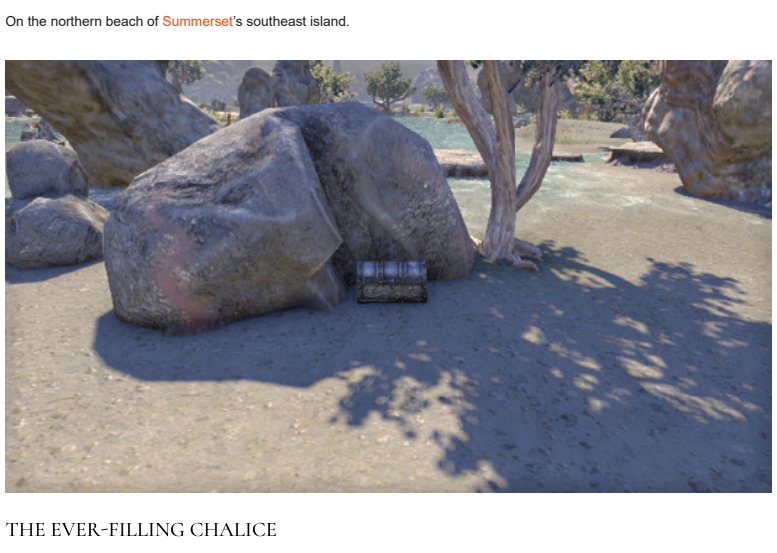
Northeast of the Garden of the Sacred Numbers.



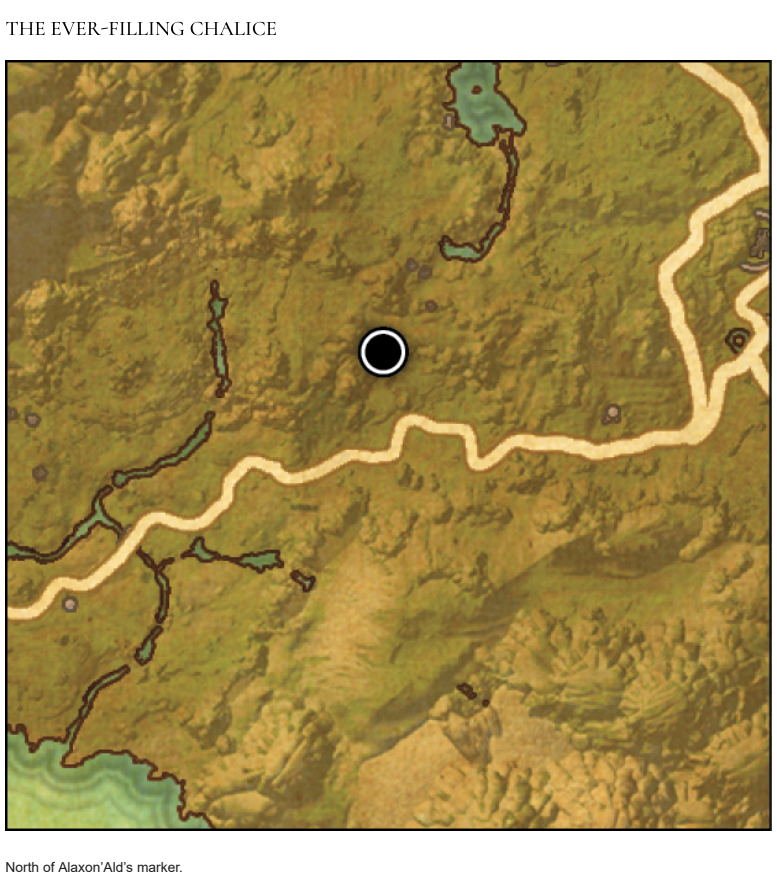
JAUNT OF THE JILTED



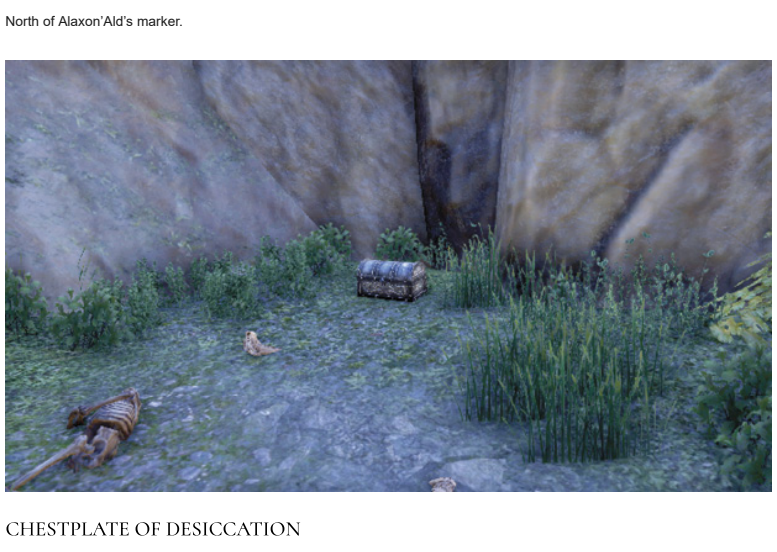
On the northern beach of Summerset's southeast island.



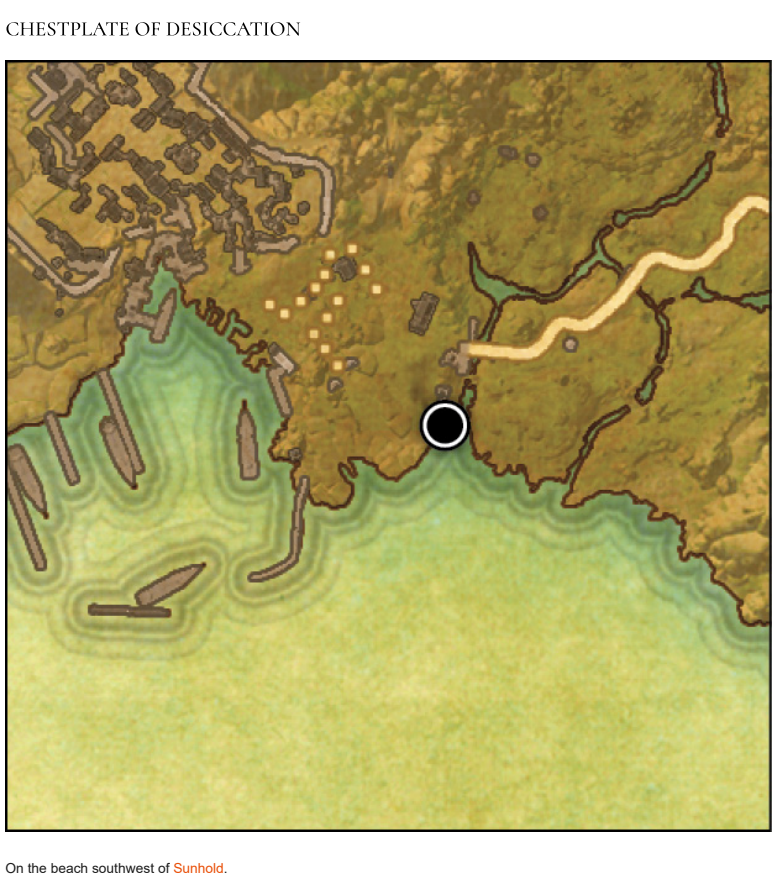
THE EVER-FILLING CHALICE



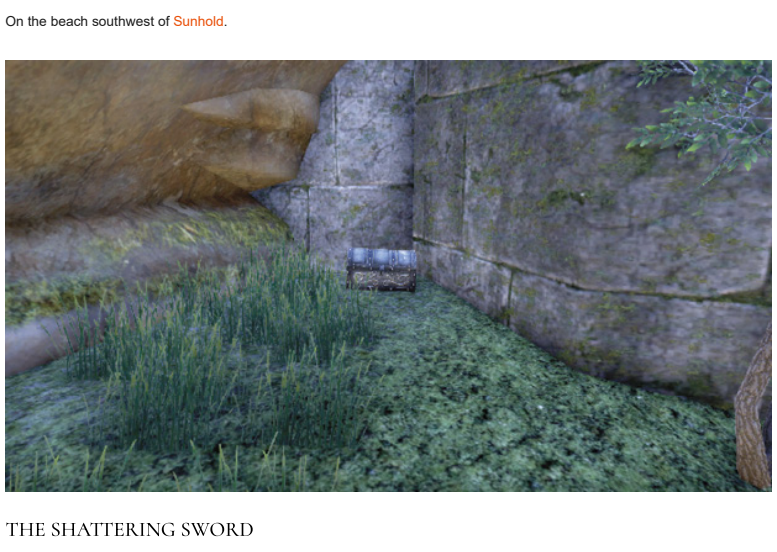
North of Alaxon'Ald's marker.



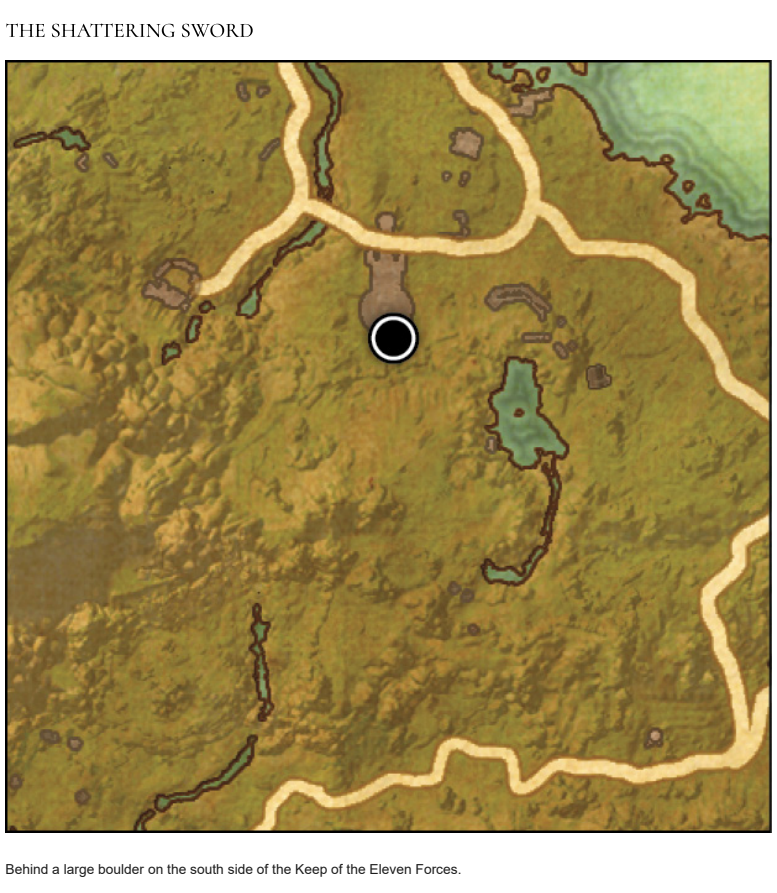
CHESTPLATE OF DESICCATION



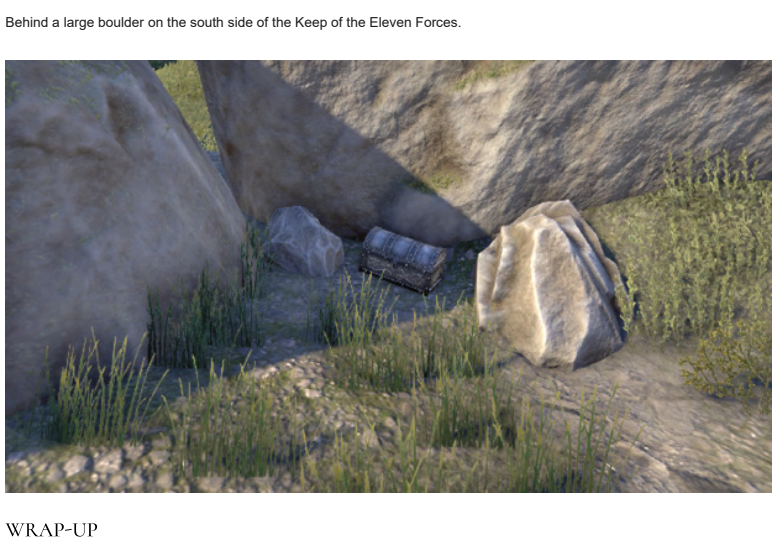
On the beach southwest of Sunhold.



THE SHATTERING SWORD



Behind a large boulder on the south side of the Keep of the Eleven Forces.



WRAP-UP

You'll unlock the Relics of Summerset achievement and earn a Fan of False-Face as a furniture item as a reward for turning in all 20 relics.

PRIMA GAMES

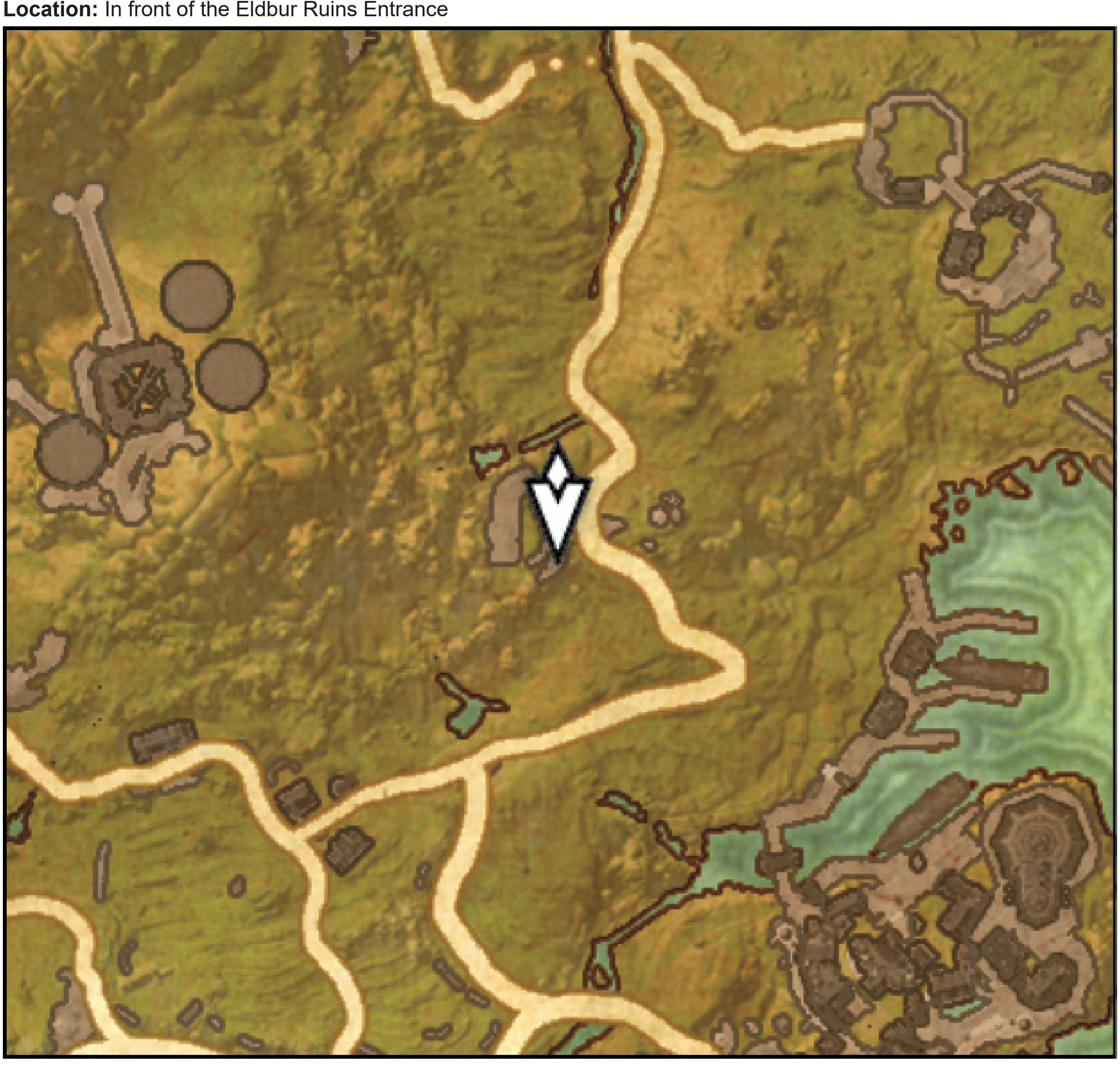
The Elder Scrolls Online

SUMMERSET

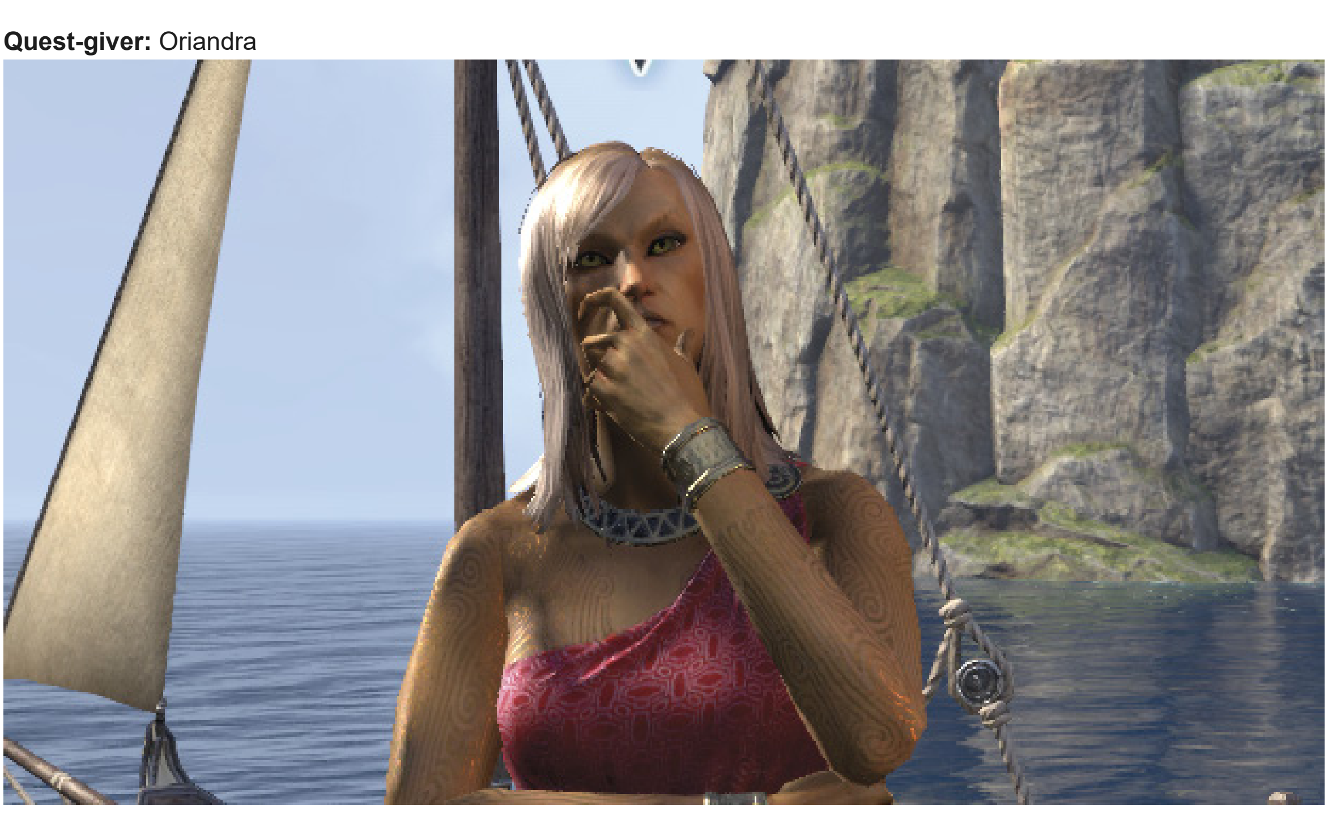
Side Quests

Whispers from the Deep

- **Location:** In front of the Eldbur Ruins Entrance



- **Quest-giver:** Oriandra

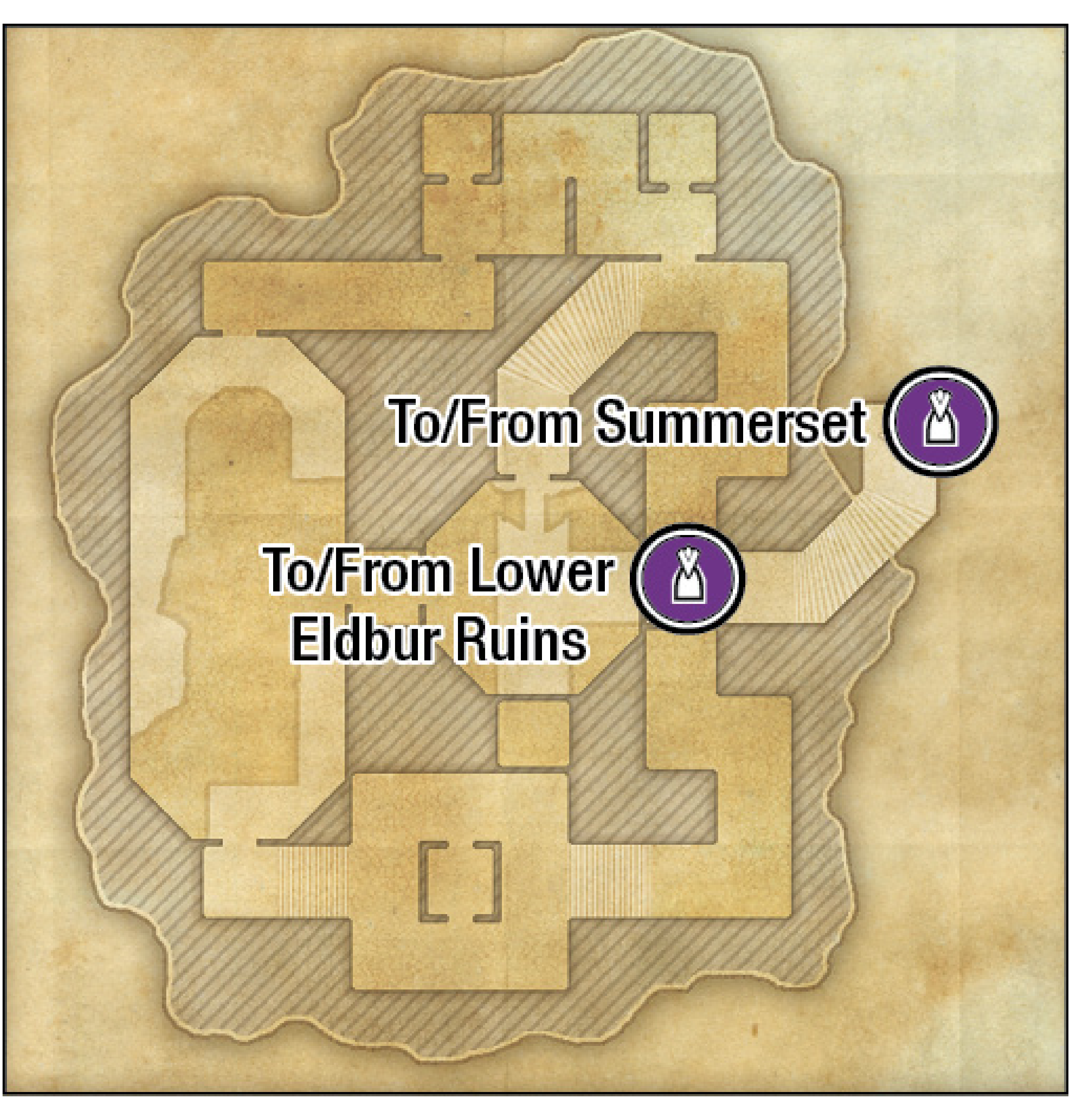


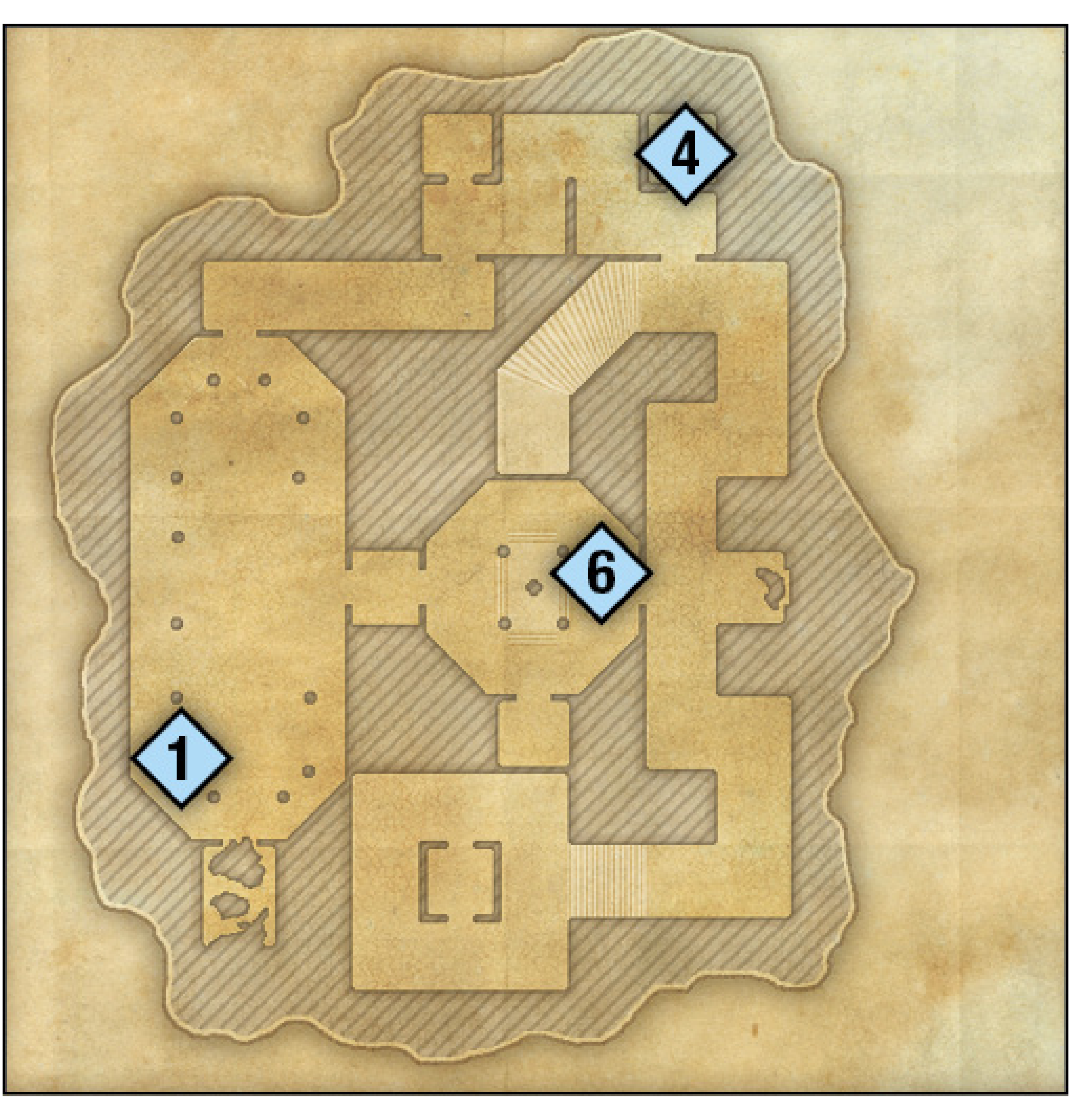
Description: Several adventurers have been trapped in K'Tora's Mind Trap, just as you were (if you started a brand-new character). Help set them free from K'Tora's dark magic.

FIND CAINAR

Cainar is deep within the Eldbur Ruins, so waste no time heading in to find him.

ELDBUR RUINS

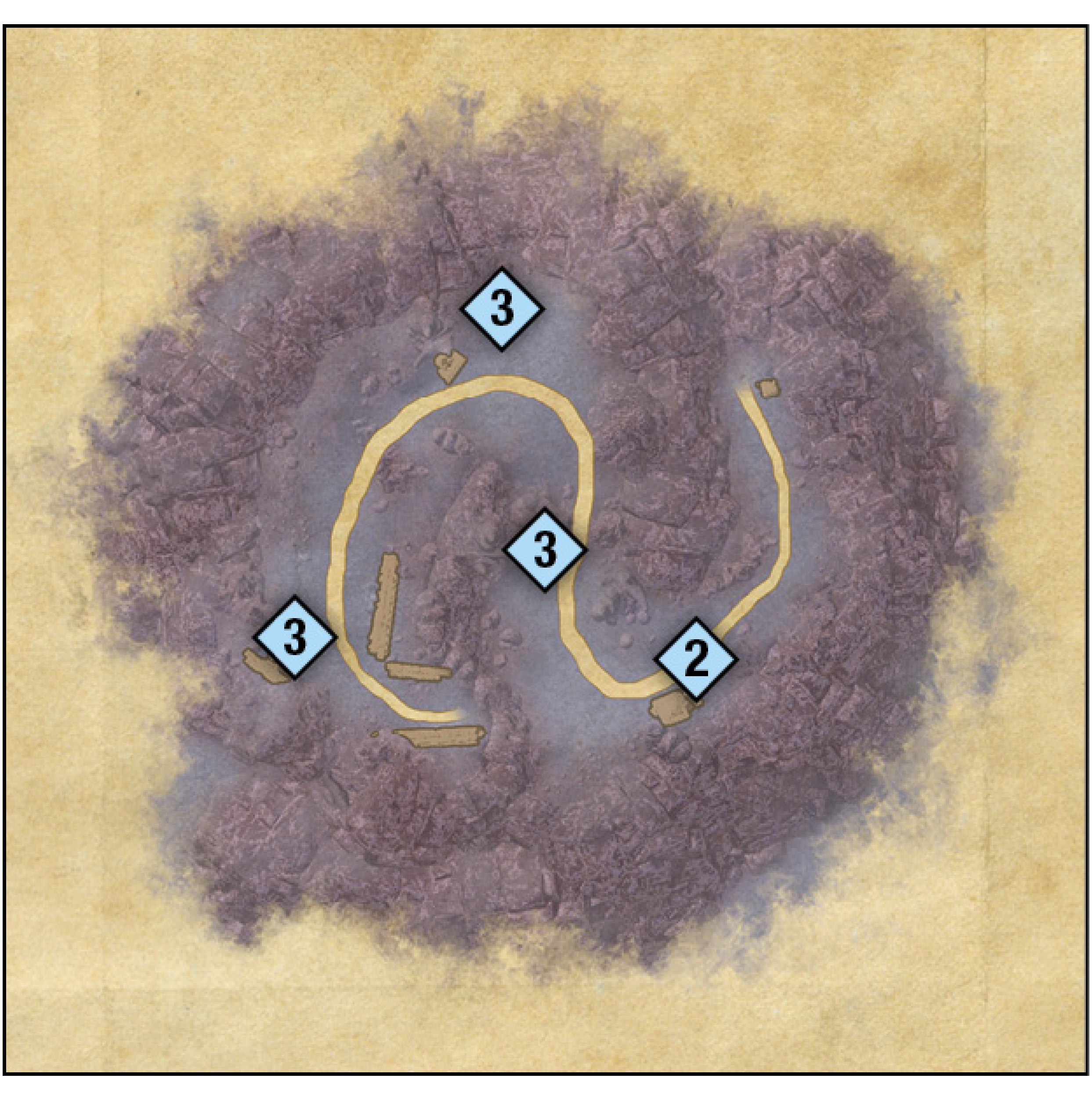




Head down the stairs and drop into the hole with the rope suspended above it. If you need to get out for any reason, go to the rope and activate it from the lower level of the Eldbur Ruins.

Head to the room on the ruins' west side, then inspect the cage on the room's south side. You'll find Cainar unconscious and a breach above his head. Examine the breach to enter Cainar's Mind Trap.

CAINAR'S MIND TRAP



Follow the path a short distance and you'll bump into Cainar. He'll request that you track down three Spell Particles scattered around his Mind Trap and bring them back to him.

With all three Spell Particles in hand, speak with Cainar again to break him out of the Mind Trap.

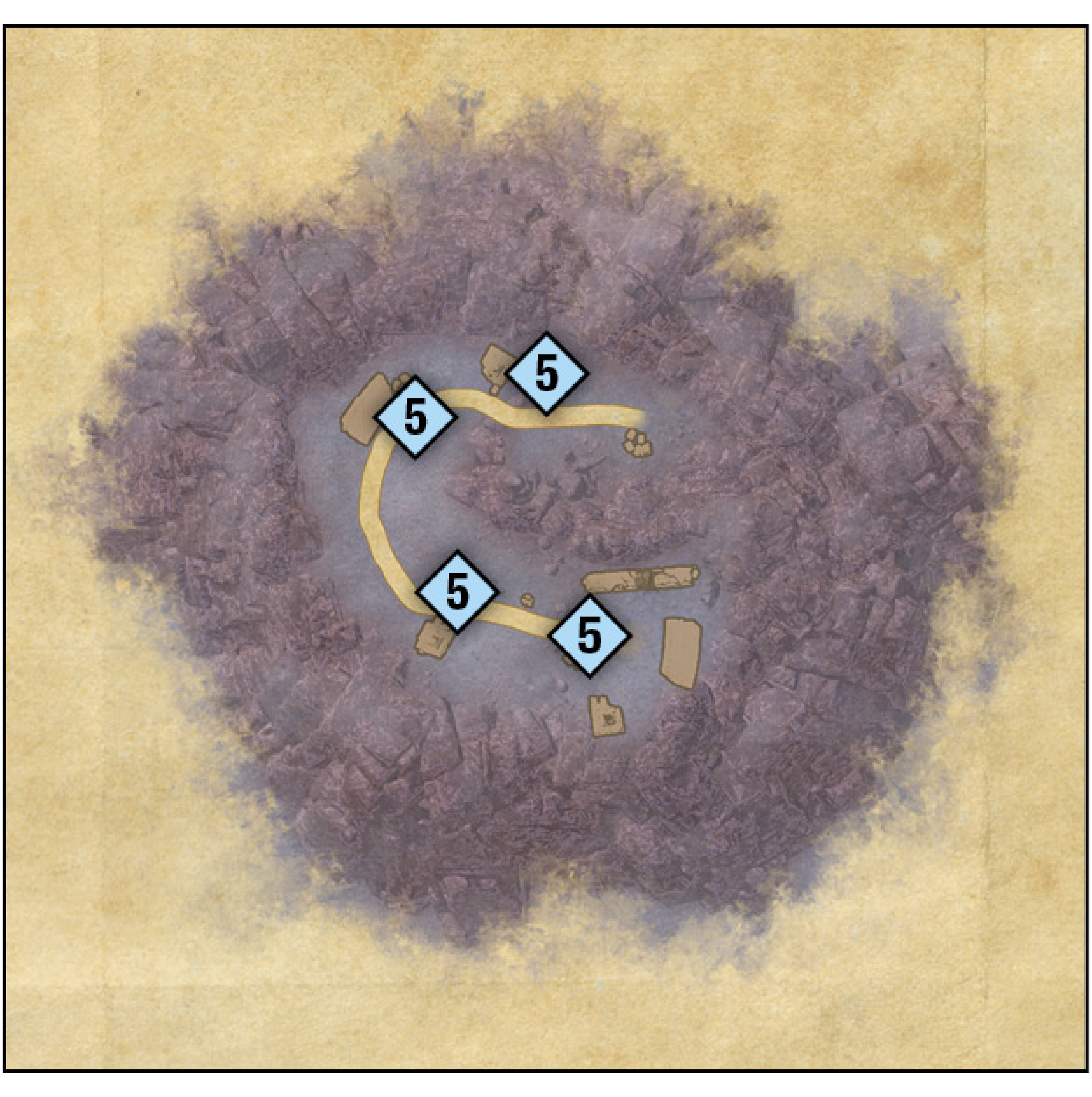
FIND GROG

Head to the northeast corner of the Eldbur Ruins to find Grog lying unconscious on the ground. Grab the bucket in Grog's room and use it to wake him up.

FIND MIRIYA

Now head to the south side of the map to reach Miriya. Unlike Grog, Miriya is also stuck in a Mind Trap. Examine the breach above her head to enter her Mind Trap.

MIRIYA'S MIND TRAP



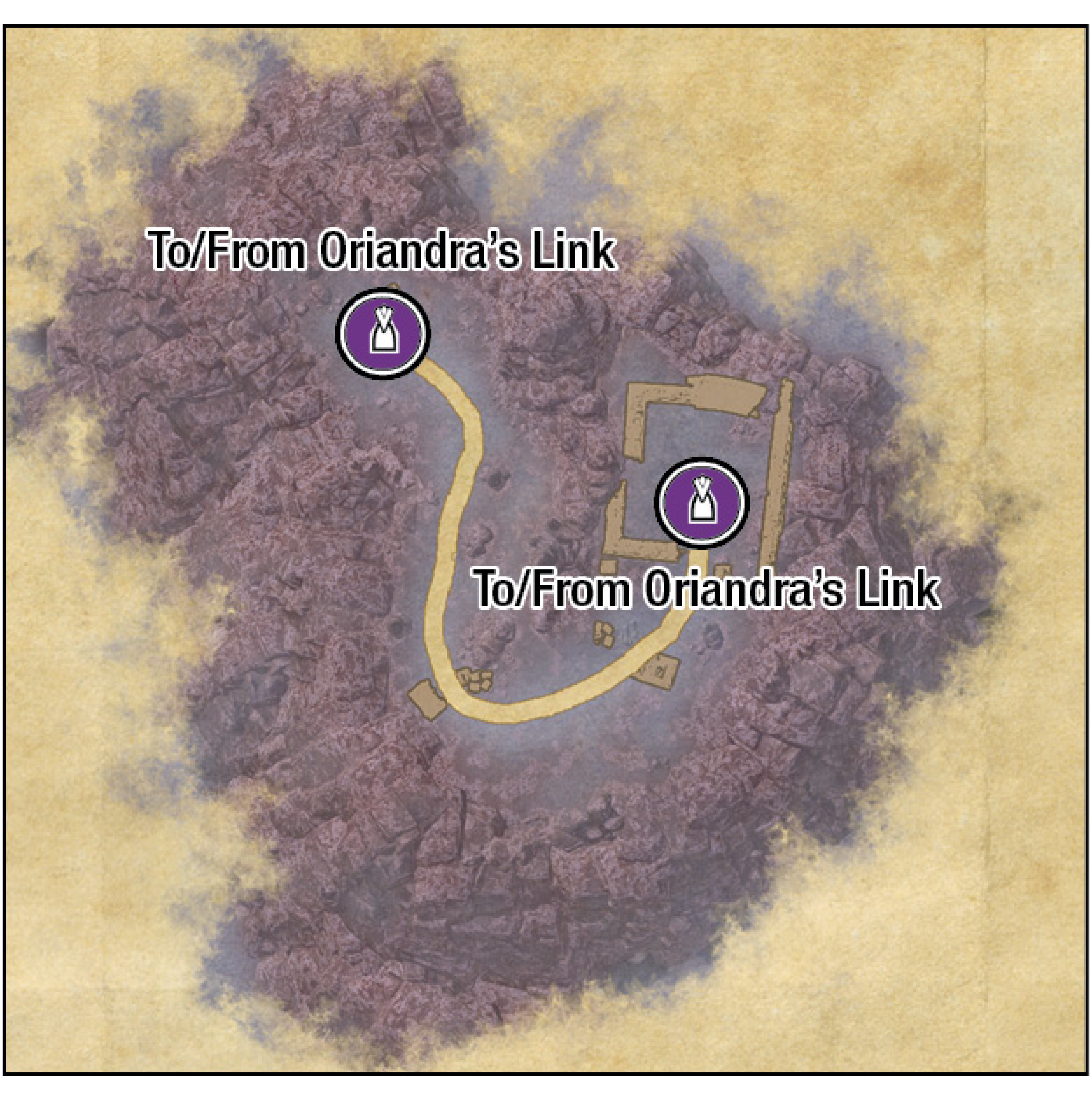
A vision of Miriya is just up ahead. Let it play out, then grab the Cowl of the Exile out of Miriya's pack. Head a little farther up the path and grab the sword Regret off the ground. Continue on and pick up the sword Redemption.

You'll find Miriya just a little farther up ahead. Speak with her to convince her to leave the Mind Trap.

RETURN TO ORIANDRA

After freeing Miriya, head to center of the Ruins to find Oriandra caught in a Mind Trap of her own. Examine the breach to enter Oriandra's Mind Trap

ORIANDRA'S MIND TRAP



Go to the end of the path to find Oriandra. When you reach her, the embodiment of her anger will appear. Defeat it and all of the other negative embodiments; then speak with Oriandra to free her from the Mind Trap.

Once back in the Eldbur Ruins, speak with Oriandra to complete the quest and earn yourself a pair of Shoes of the Psijic Order as a reward.

The Elder Scrolls
ONLINE
SUMMERSET

Daily Solo Quest

Introduction

Daily Solo Quests, as their name suggests, are repeatable once a day and are tailored toward single players. The Divine Deputation quest isn't a prerequisite, but you can complete it to learn more about Summerset's Daily Quests.

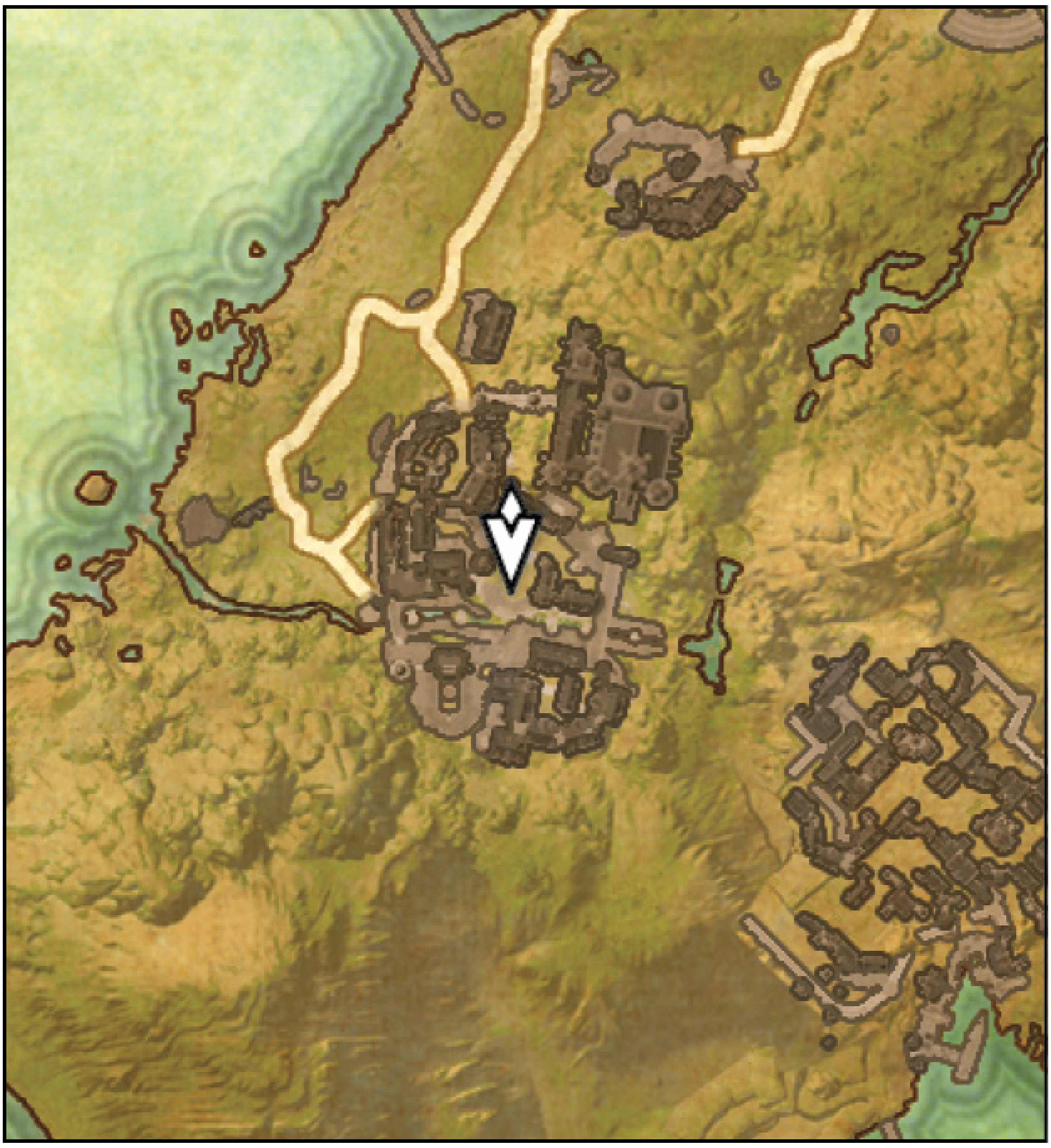
Something else to note: though there are only two Daily Solo Quests listed in this section, there are actually several more listed in the "Delves" section of the book. Almost all of the Daily Solo Quests in Summerset revolve around its many delves, so if you're looking for details on a specific Daily Quest and you're not finding it here, you know where to look.

Upon completing one of these quests, you'll earn yourself a Summerset Daily Recompense, which often houses decent new equipment and other quality goods.

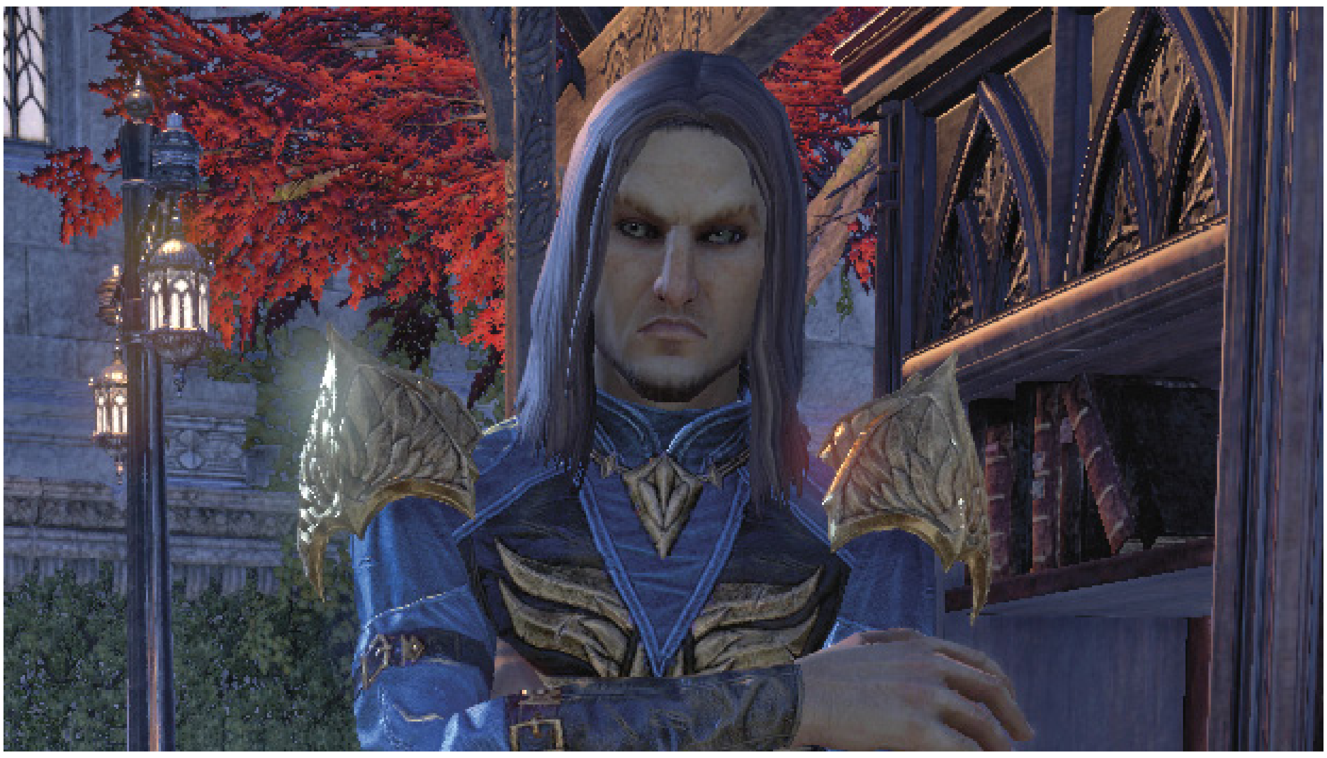
Daily Solo Quest

The Divine Deputation

- **Location:** In the center of Alinor



- **Quest-giver:** Justiciar Tanorian



Description: Speak with Justiciar Tanorian to be introduced to Daily Quests in Summerset and learn more about completing them. You can speak with Tanorian once a day to get a new Daily Solo Quest.

The Elder Scrolls
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Daily Group Quests

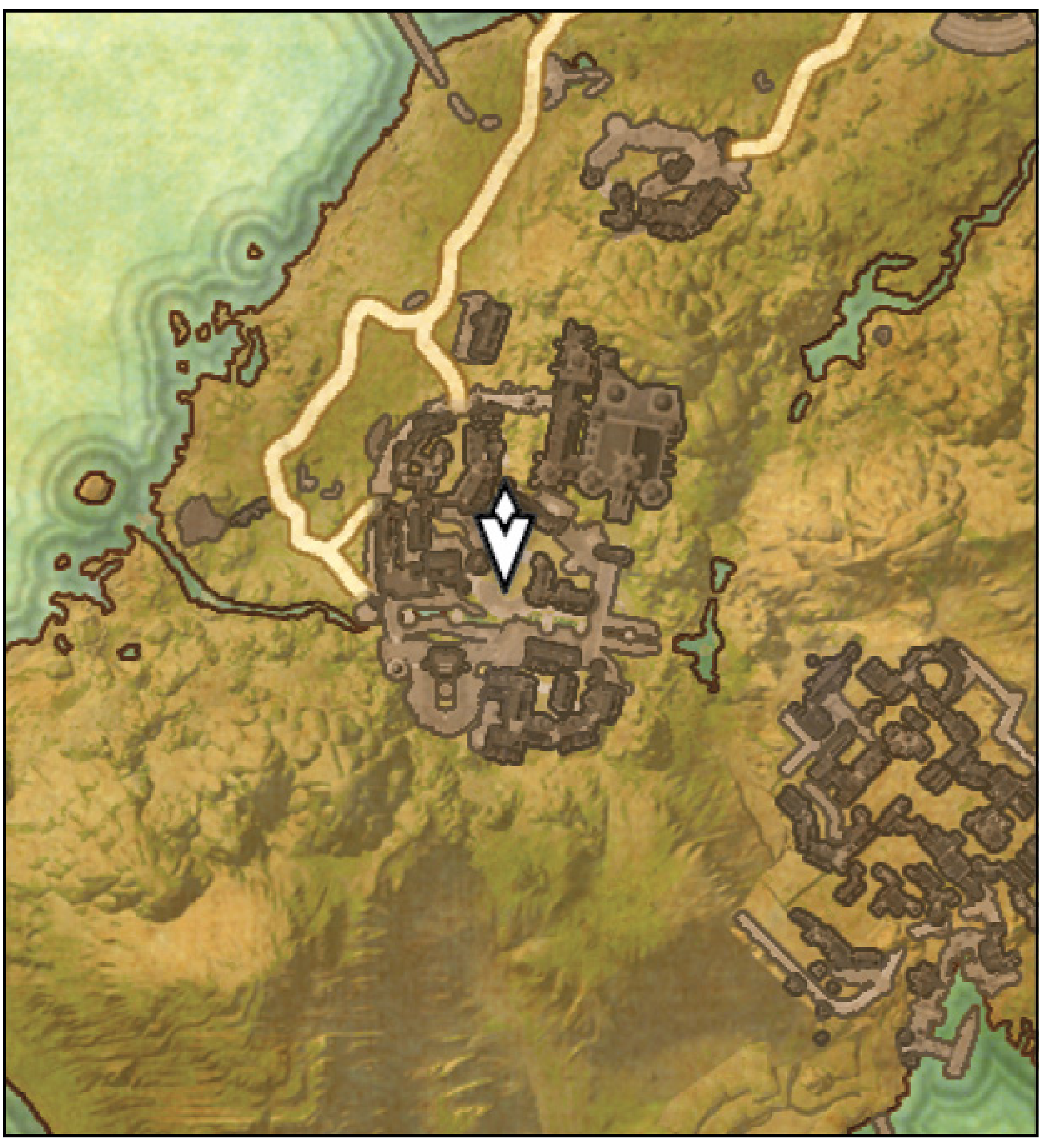
Introduction

Daily Group Quests are playable once a day and are made specifically for group play. All of the quests you'll find here involve fighting one of Summerset's six group bosses.

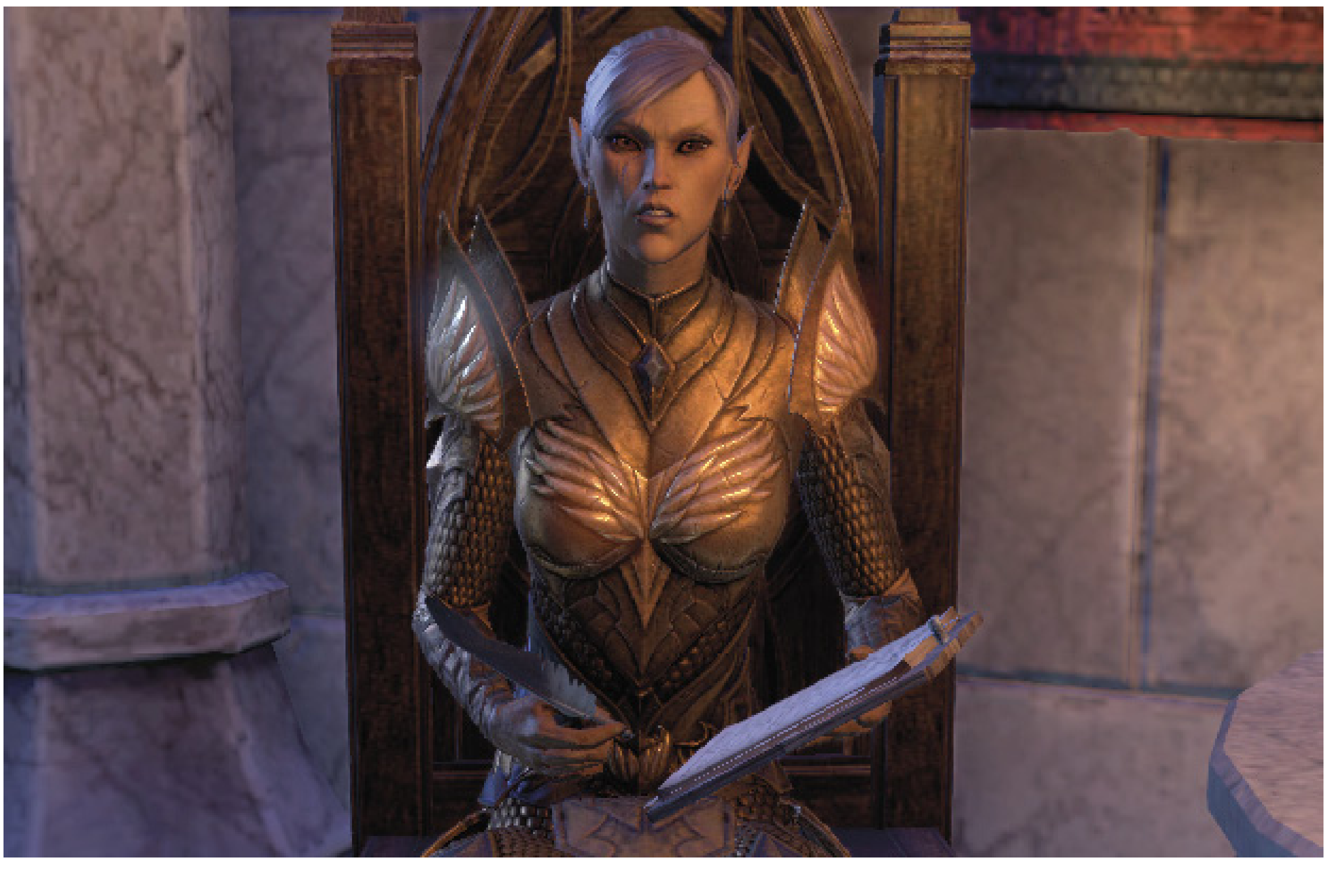
Completing a Daily Group Quest will net you a Summerset Daily Recompense item.

The Sickening Sea

- **Location:** Just north of central Alinor



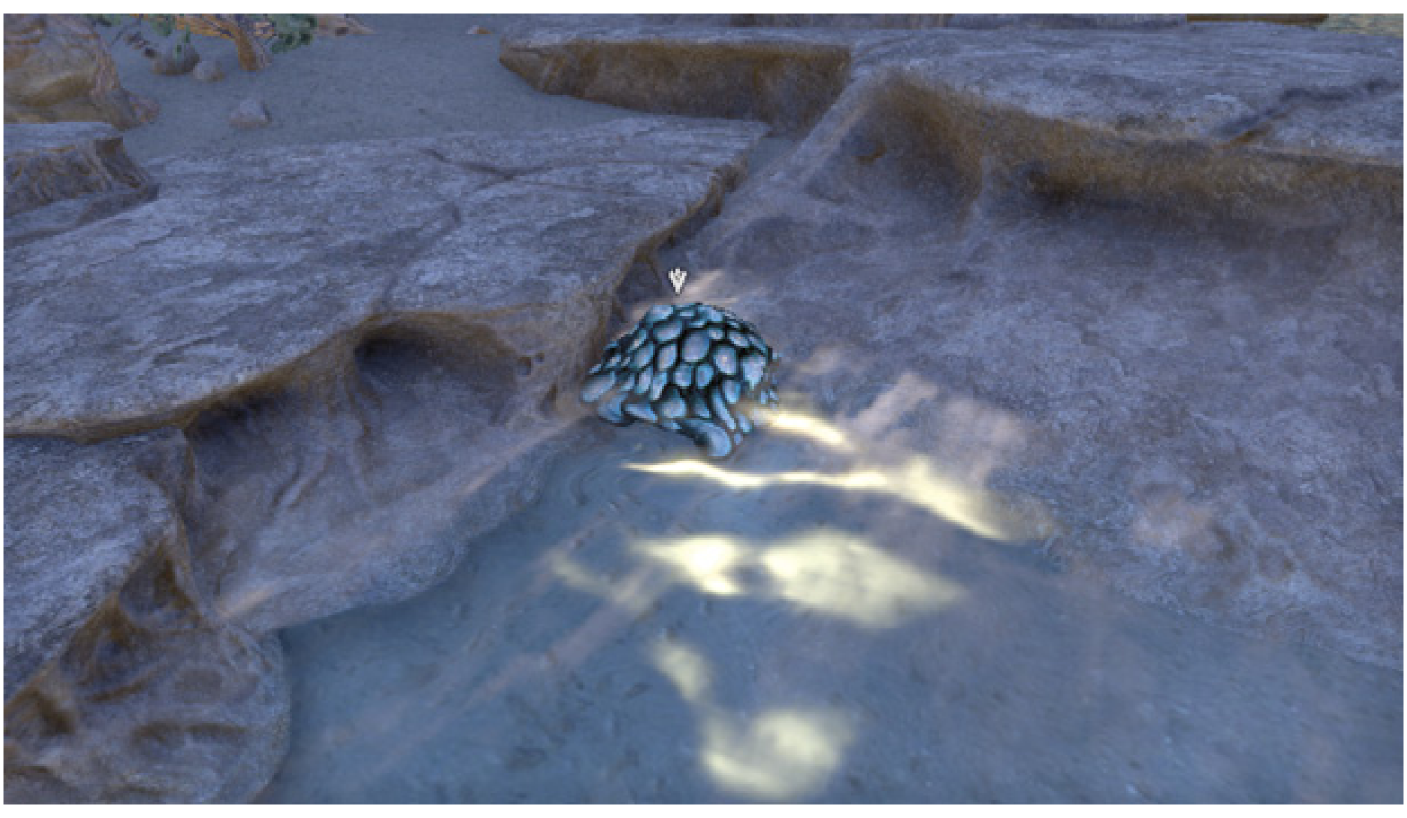
- **Quest-giver:** Justiciar Farowel



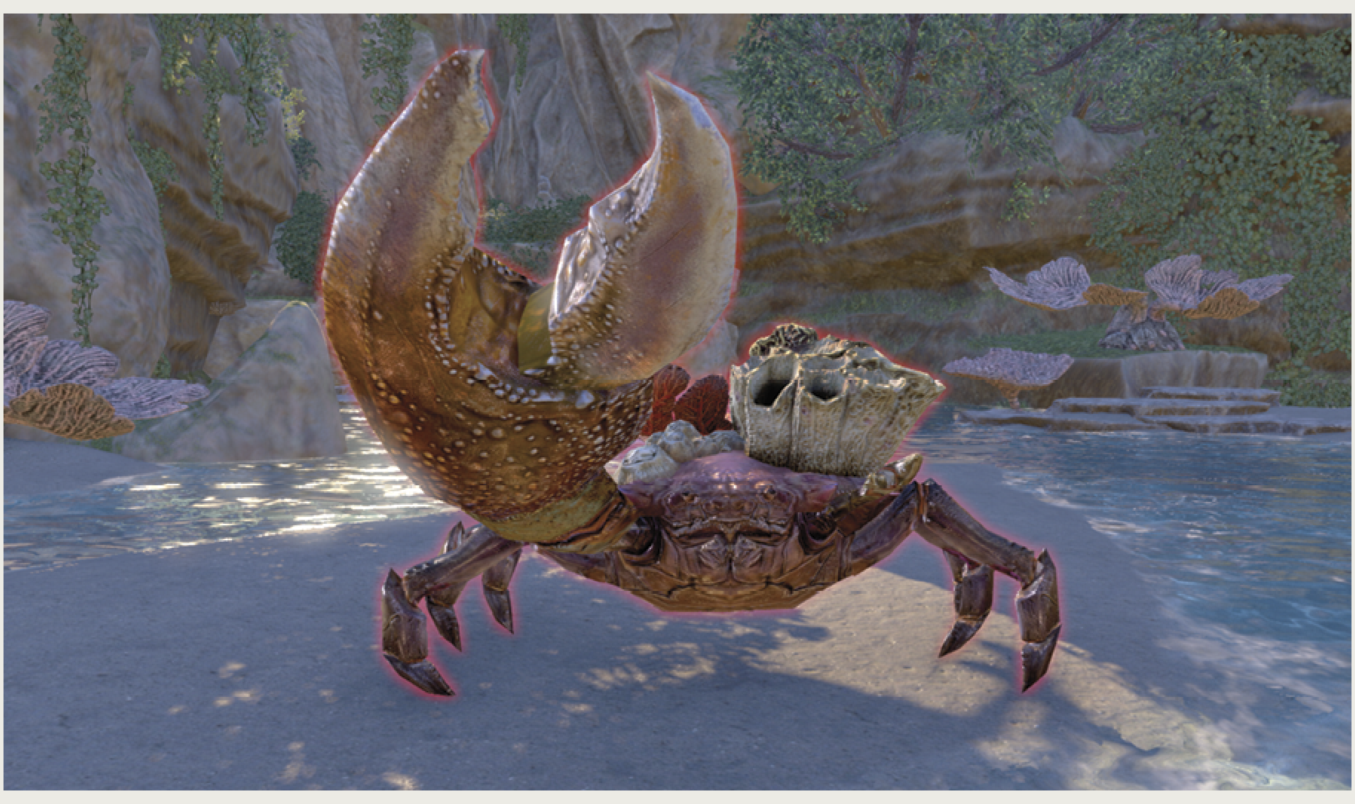
Description: The Sapiarchs are looking to do research in the area a particularly angry, unusually large coral crab is living in. Help gather some samples from the eggs in the area and deal with the Queen of the Reef.

COLLECT CORAL CRAB EGGS

You'll need to get samples from four coral crab egg clutches surround the Queen of the Reef's home. None of them are particularly hard to find, especially if you follow the circles on your map.

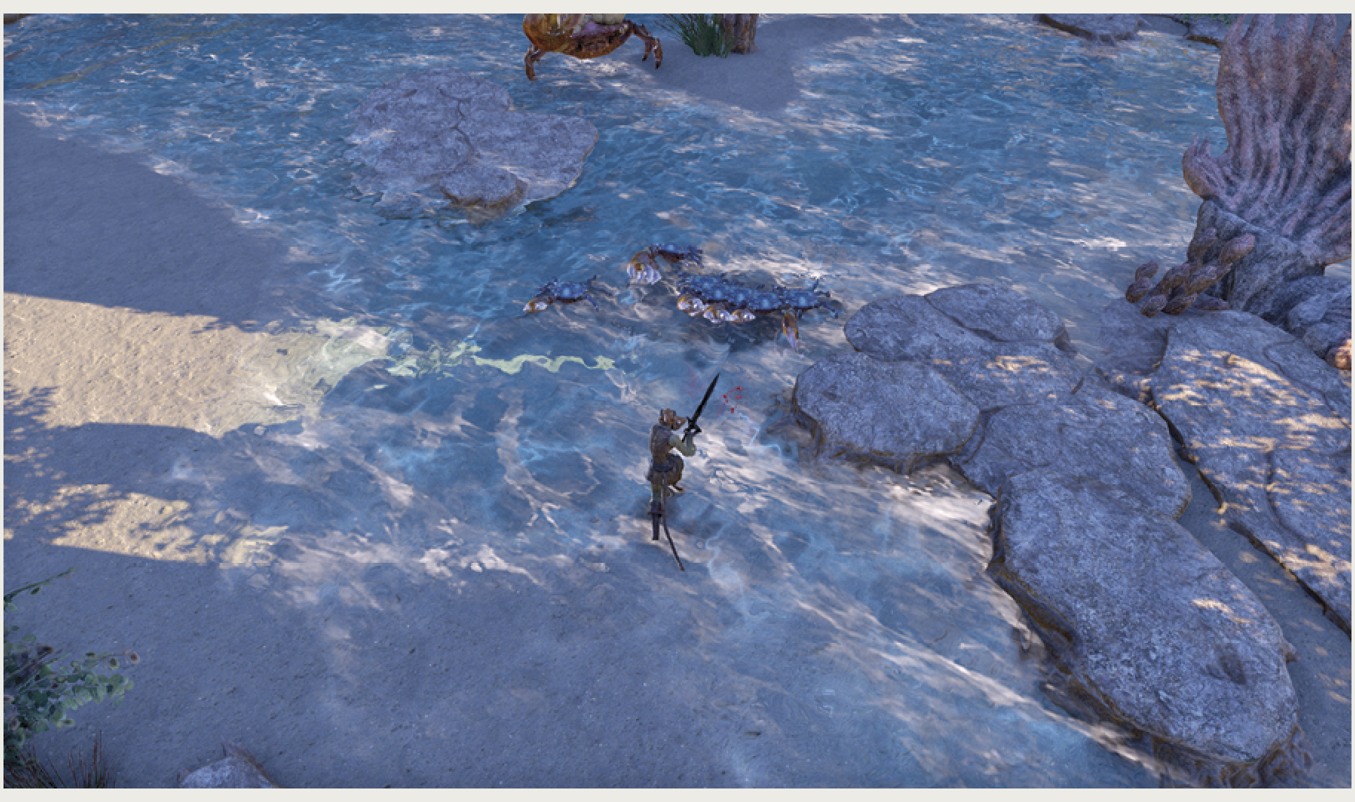


KILL THE QUEEN OF THE REEF



Queen of the Reef uses her loyal subjects (other coral crabs) not only as her royal bodyguards, but also as direct attacks. Just about every attack she does—aside from her basic and heavy attack—involves her launching coral crabs into the air to rain down on you and your allies.

Devote a portion of your team entirely to coral crab killing. As the attacks from Queen continue, more and more coral crabs will fill the arena. If you can keep the crab count down, Queen of the Reef is pretty easy. But ignore the crabs and you're in for a rough time.



RETURN TO JUSTICIAR FAROWEL

With the egg samples in hand and the Queen of the Reef out of the way, head back to Justiciar Farowel to complete the quest and collect your reward.

The Elder Scrolls
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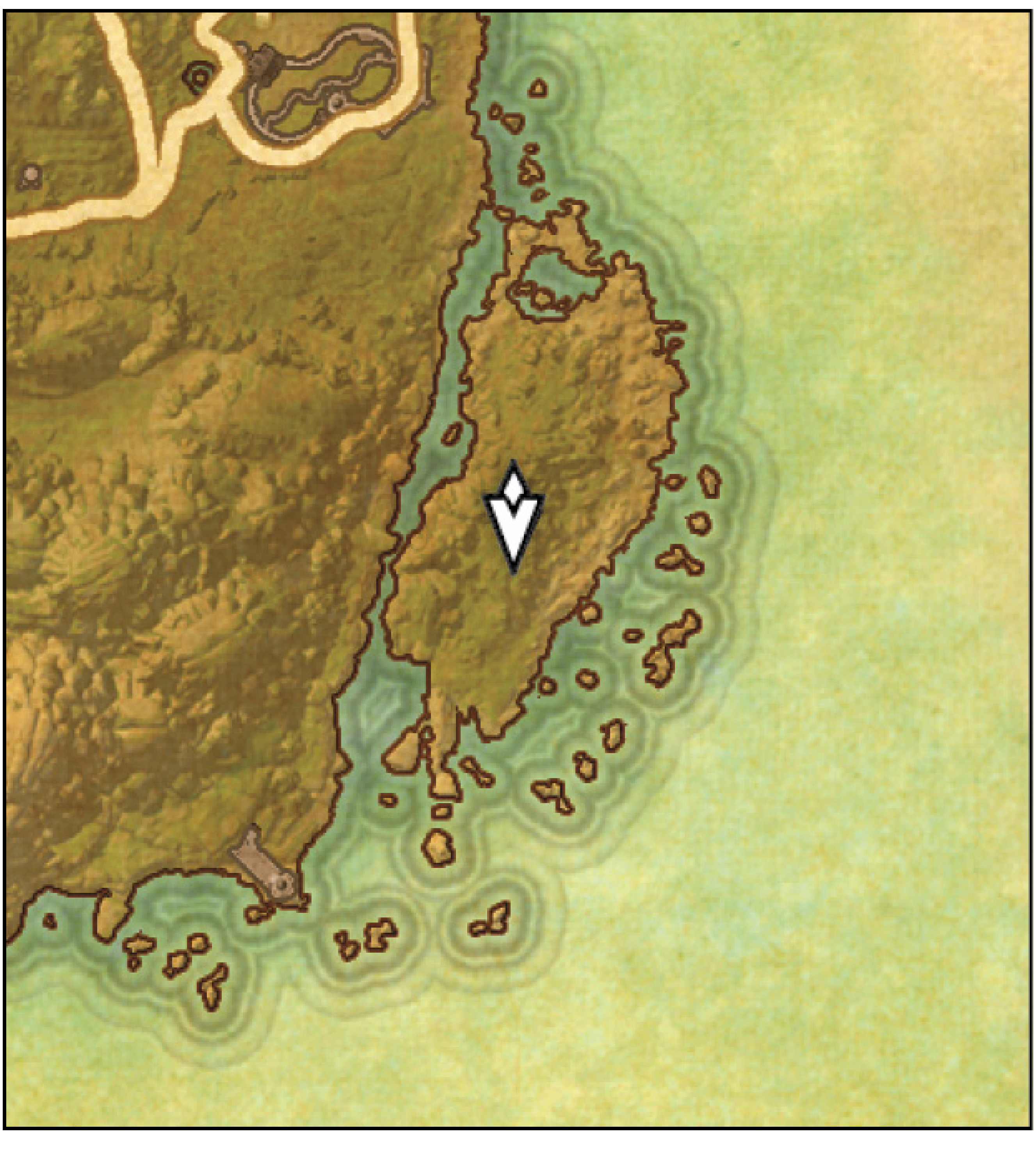
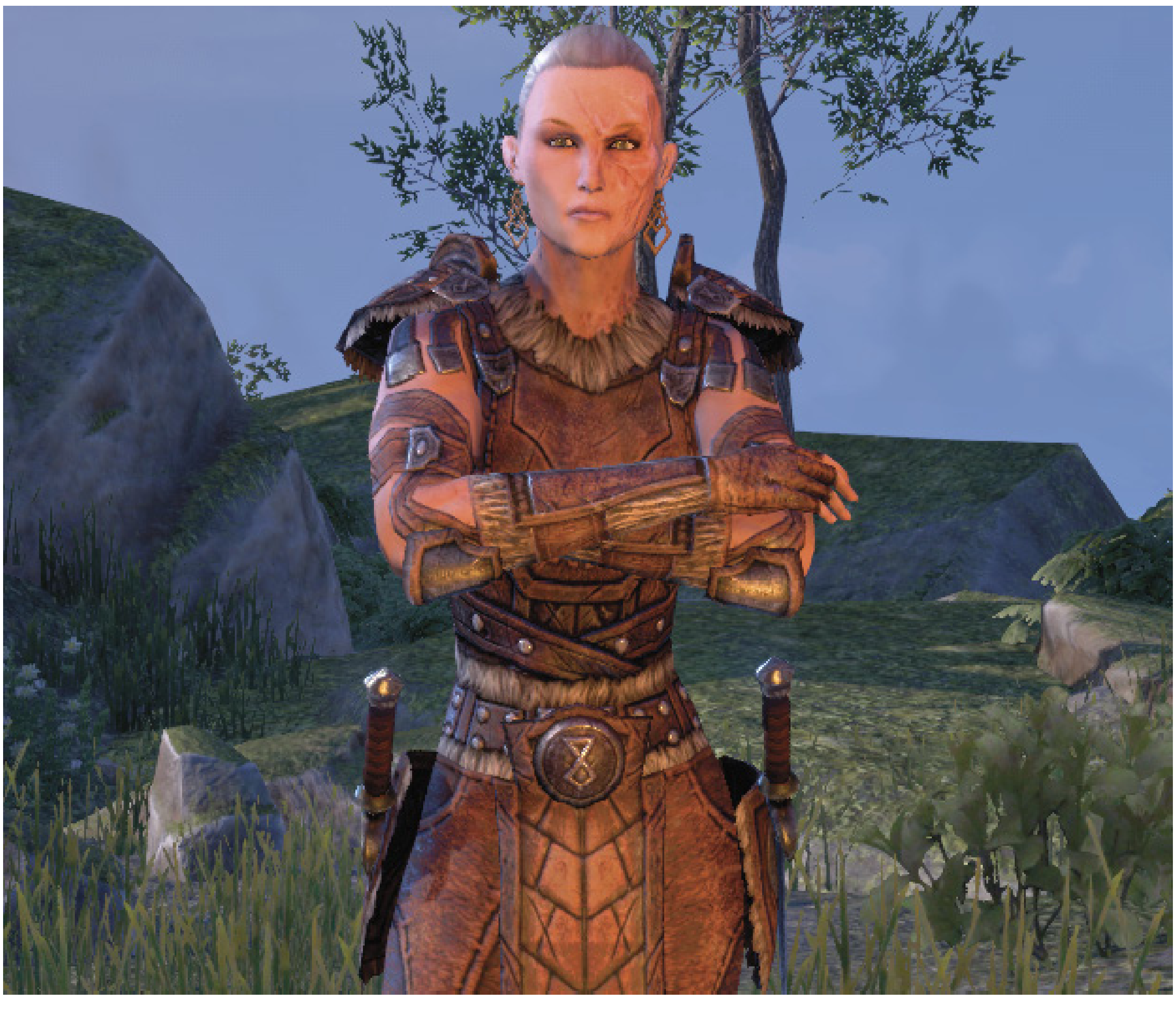
Daily Group Quests

Taming the Wild

- **Location:** Just north of central Alinor



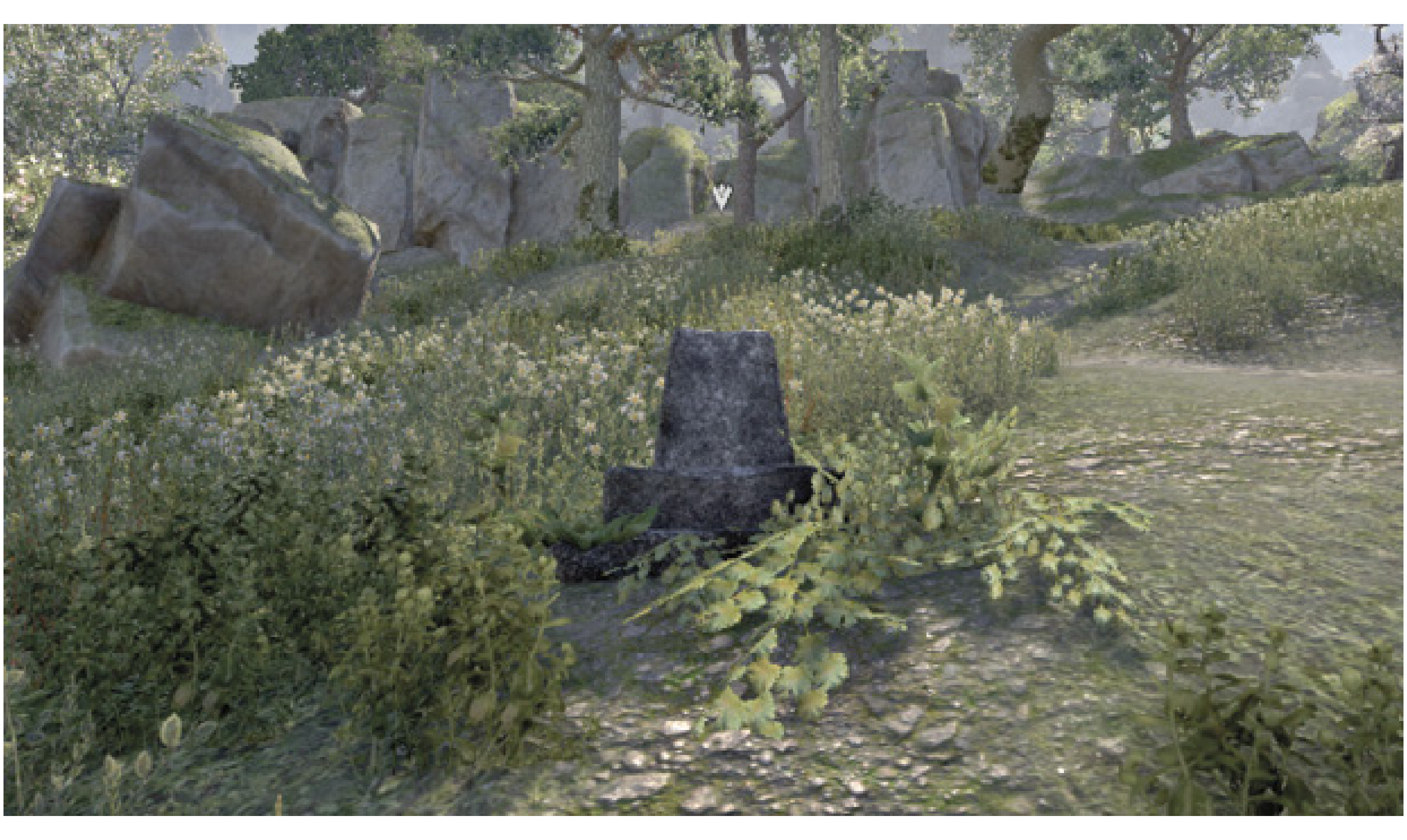
- **Quest-giver:** Justiciar Farowel



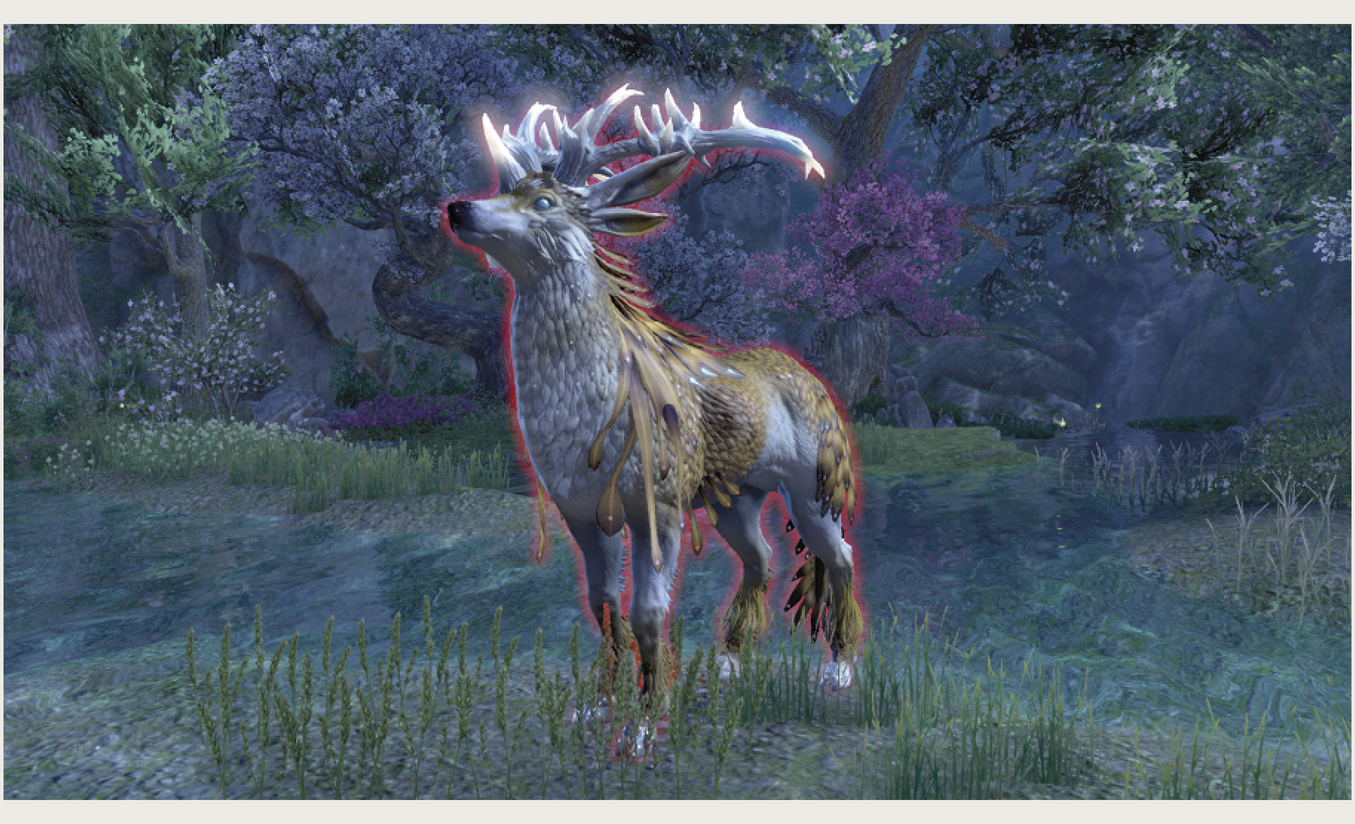
Description: Justiciar wants you to head to the Indrik Frolic and kill Caanerin. She also requests that you activate four Warding Stones surrounding the outside of the Frolic, then return to her.

ACTIVATE THE WARDING STONES

All four Warding Stones are located on the outer four corners of Caanerin's dwelling. There are no tricks or traps to avoid. Simply activate each of them, then head into Caanerin's dwelling. Each Warding Stone will cause an Indrik to spawn after activation; don't let them catch you off guard.

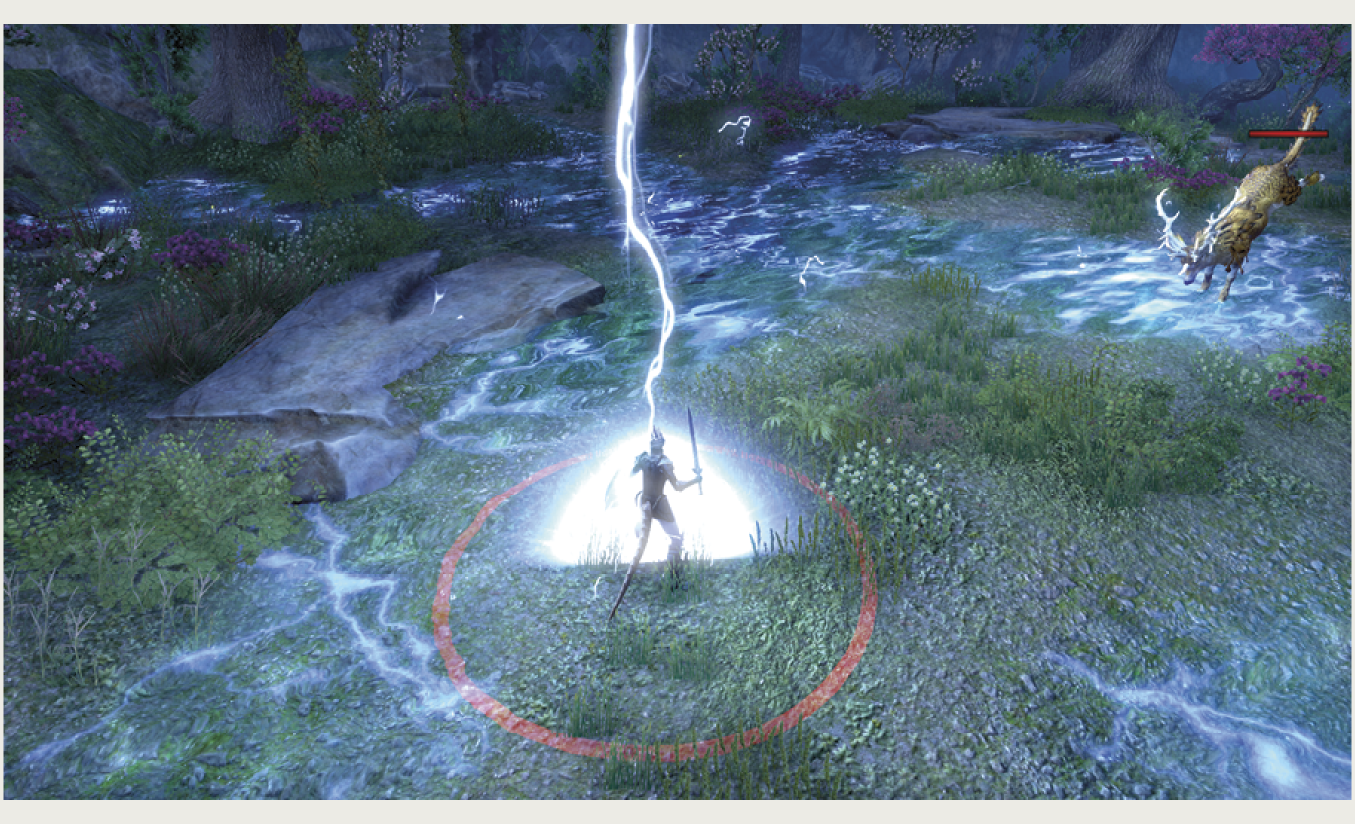


KILL CAANERIN



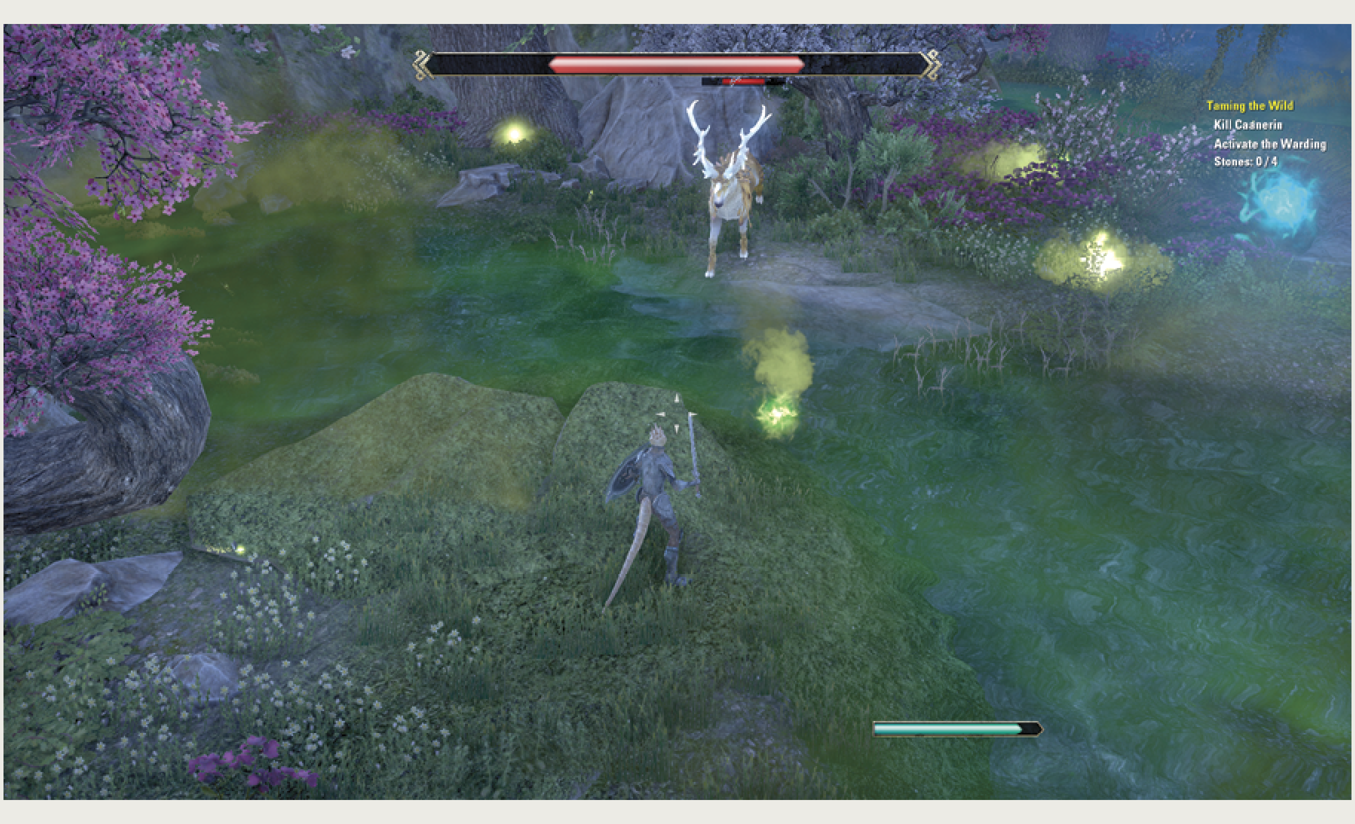
Most of Caanerin's attacks revolve around the pools of water in its domicile. Caanerin can also teleport around the map through blue portals it creates, which can be surprising at first but is quite easy to follow if you know to look for both portals to determine where Caanerin will go next.

As we mentioned before, most of Caanerin's attacks revolve around the water spread around the Indrik Frolic. Almost all of her attacks are elemental based and each element turns the water into hazards. One such move is Caanerin's lightning attack, which has Caanerin hopping up and down while shooting lightning from her antlers. She will repeatedly strike a member of your group and also electrify every pool of water, making it damaging to step foot in one.

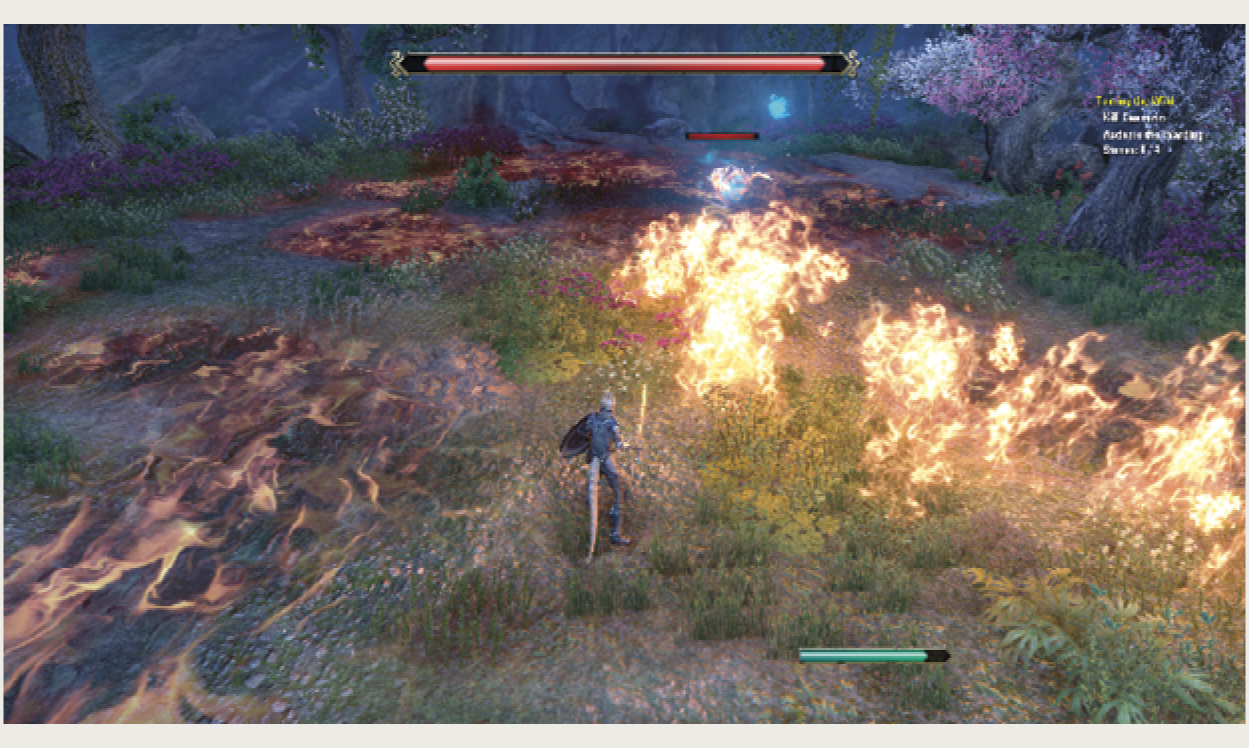


You'll need to stick to the plots of land to avoid taking damage.

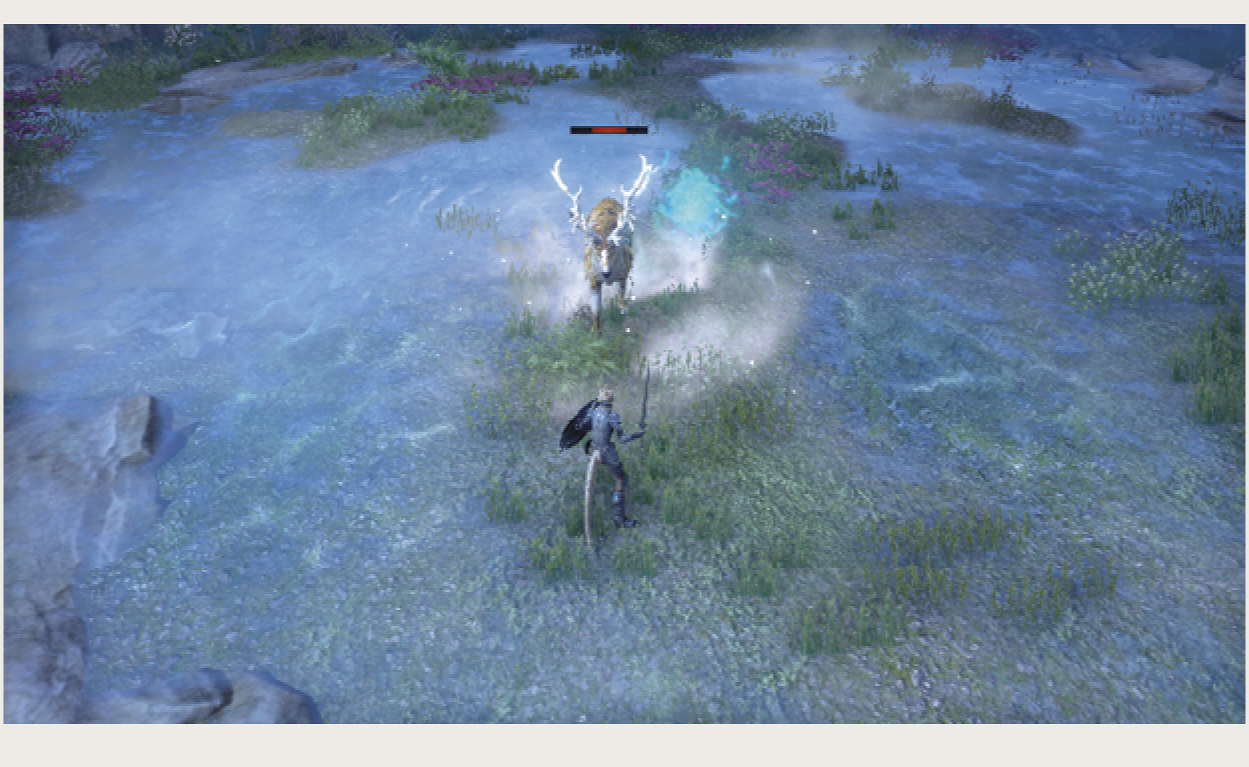
Caanerin can also turn all of the water poisonous after she shoots out four poison projectiles simultaneously. These projectiles will travel slow for a moment, then turn into elite Returned. Don't leave the Returned to run amok. Defeat them immediately and avoid touching the water, then get back to attacking Caanerin directly.



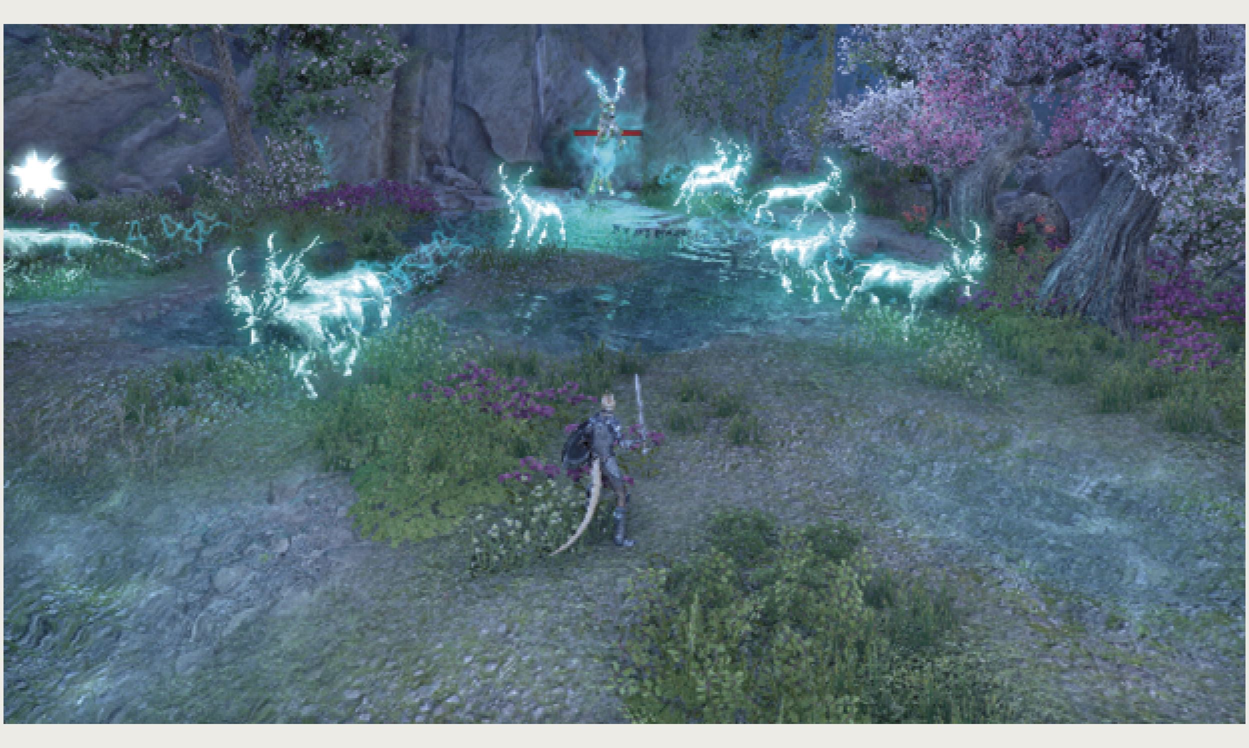
Caanerin can also turn the water into flames while she runs around the area leaving a trail of flame behind her. Caanerin kind of goes her own way during this attack, not specifically targeting anyone. Aside from the pools of water being dangerous, this attack isn't hard to avoid.



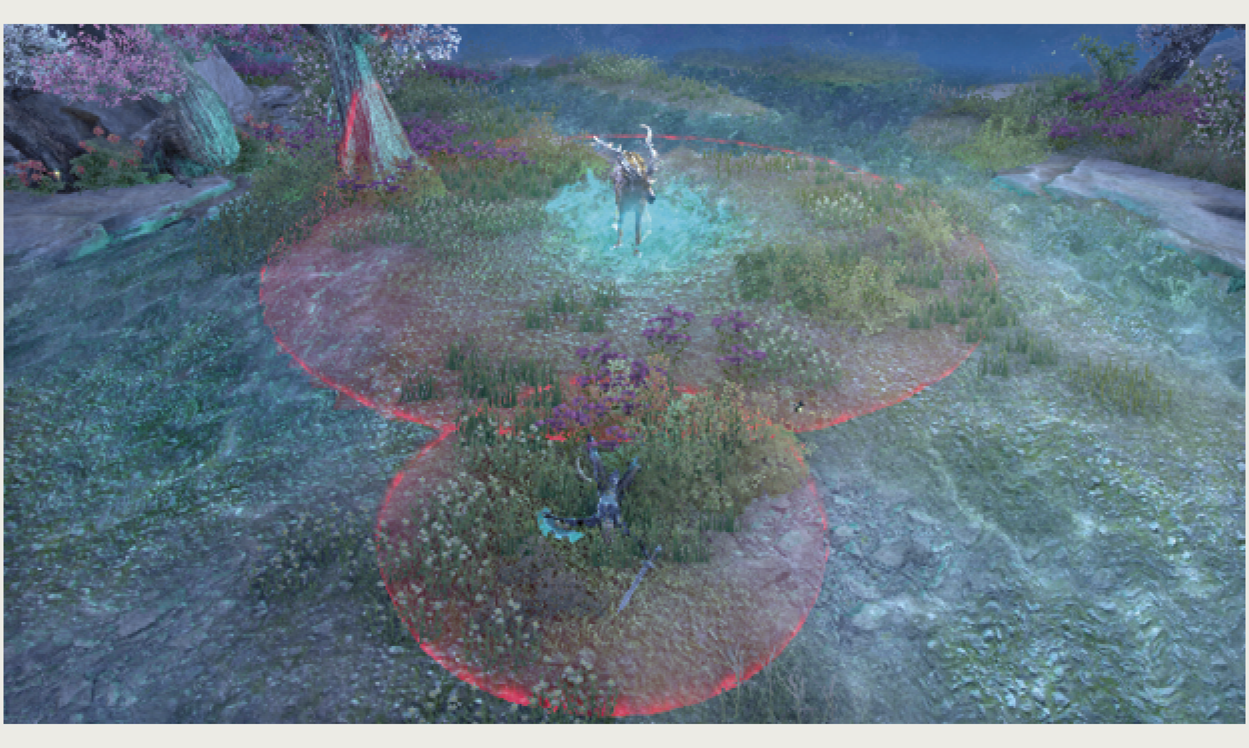
Her last elemental attack has her turning the water to ice while charging toward you with an ice vortex surrounding her. The water is still deadly, making it harder to keep your distance from her as she charges forward.



Every now and then she'll begin floating in the air. While she floats, a stampede of spectral Indrik will pour out of her, charging in every direction and knocking anyone down who gets hit by one. While this attack seems completely chaotic, it's important that you hold still during it. The spectral Indrik may be spreading in every direction, but they won't attack a singular direction very frequently. If you just watch Caanerin while holding still, you'll be able to see which Indriks are actually coming toward you while you ignore the others. On top of that, you can just put your guard up and avoid getting knocked over altogether.



Caanerin's last major attack is easily the most difficult to avoid. She will begin spinning up a giant AoE around her. When it reaches critical mass, anyone in it will get blasted backward. If you get hit by the first blast, another, smaller AoE will begin forming around you. If you can't avoid that one either, a third, even smaller AoE will form around you to blast you a third time. Blocking doesn't stop this attack, so you'll have to run as soon as you see the AoE begin to form around you.

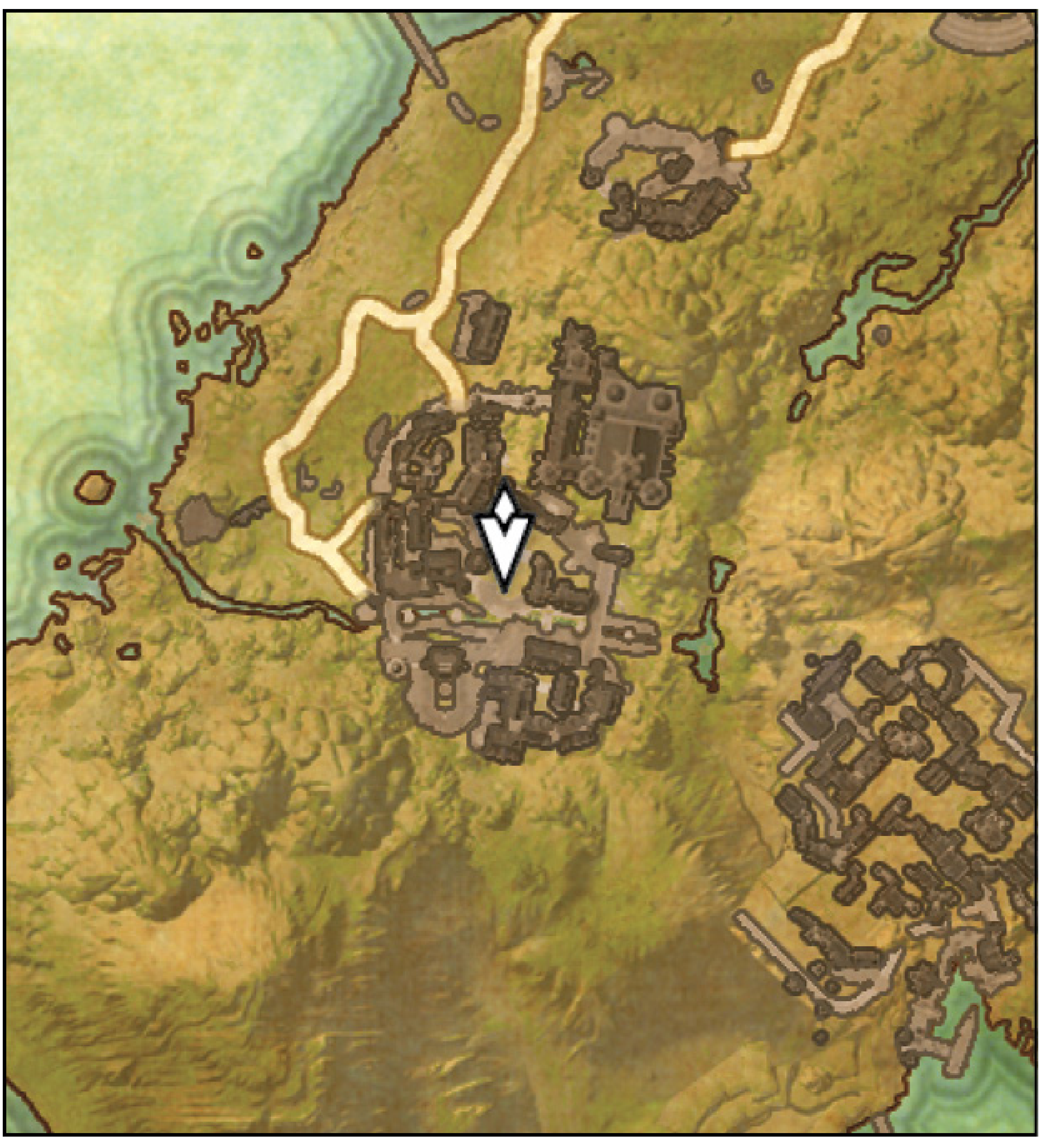


RETURN TO JUSTICIAR FAROWEL

Once you've completed both objectives, head back to Justiciar Farowel in Alinor to claim your reward.

The Abyssal Alchemist

- **Location:** Just north of central Alinor

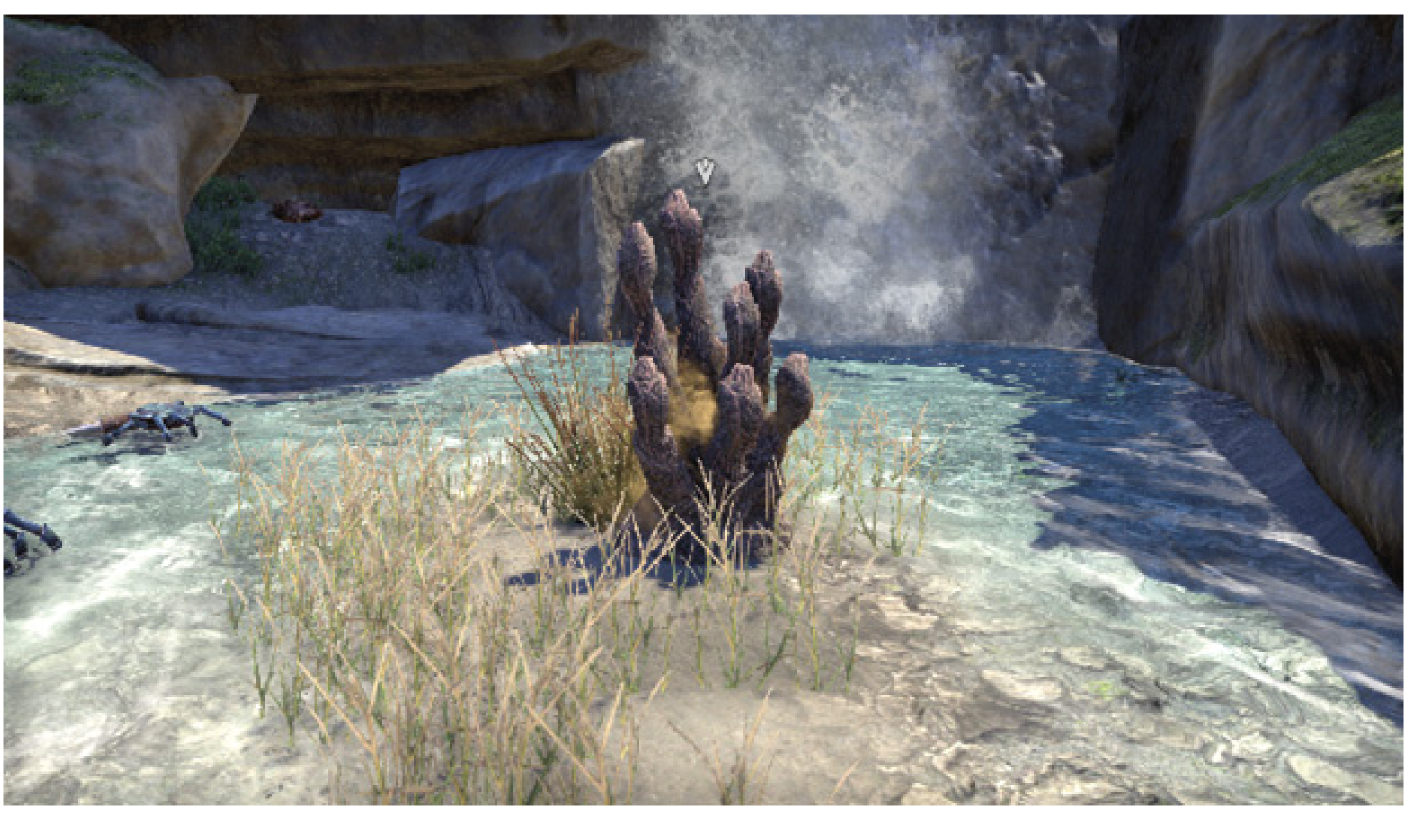


- **Quest-giver:** Justiciar Farowel

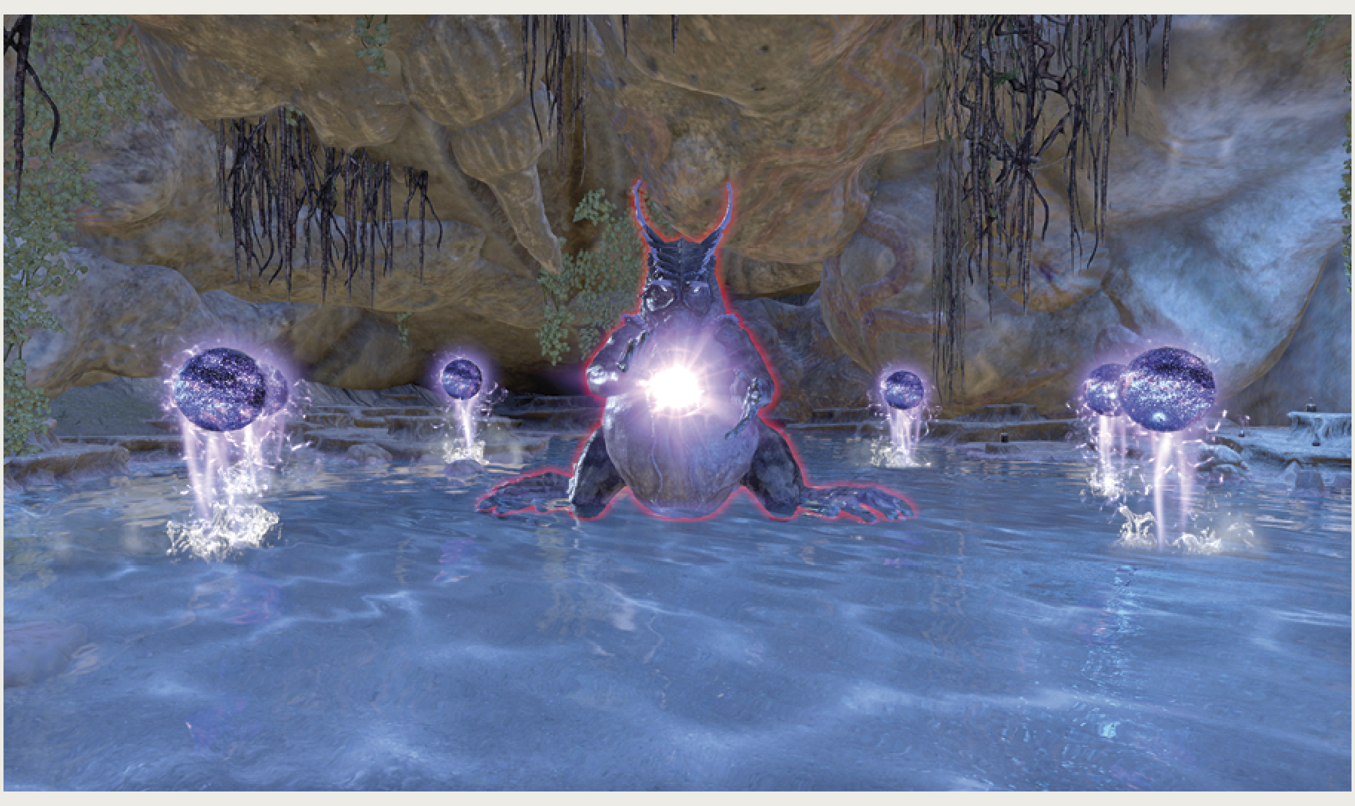
Description: A Sea Sload by the name of B'Korgen has taken up residence in Welenkin and it's using alchemy to empower Yaghra in the area. Destroy the tainted coral it uses as the source of its alchemical transformations and remove the Sea Sload from this mortal coil.

DESTROY TAINTED CORAL

You'll need to destroy six tainted coral as part of the quest, all of which are on the beach in front of K'Garza's home, Welenkin Cove. You'll have objective markers for each one and none of them are tricky to reach. Just approach them and use the Interact button to destroy them.



KILL B'KORGEN

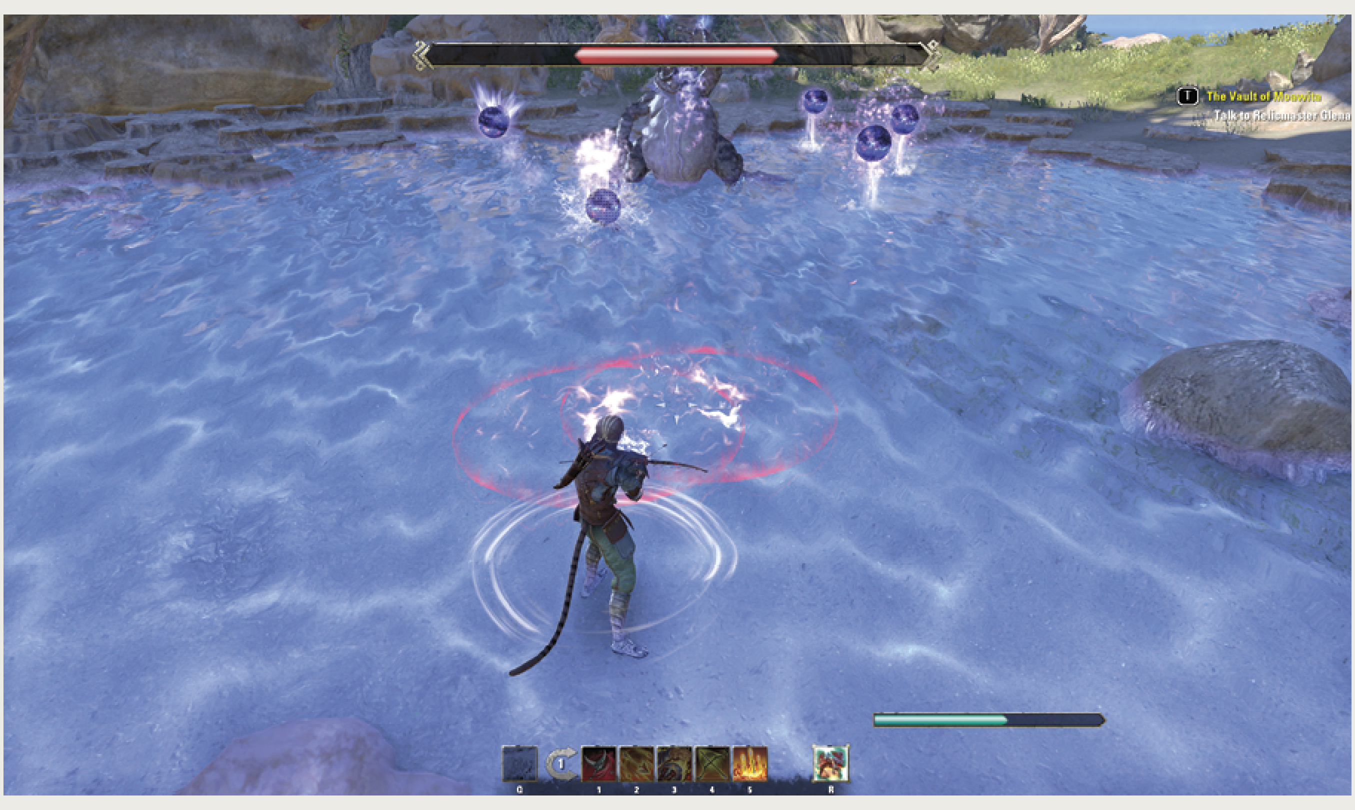


B'Korgen will start the fight off by summoning a slew of Yaghra to do its bidding. Clear these enemies out before tackling B'Korgen directly.

You'll also want to destroy its alchemical globules whenever possible, as it can use them to restore its health. B'Korgen will also frequently use these as weapons by shooting several of them at you and your allies throughout the fight. Destroying them doesn't mean they'll stay away, but it will help you maintain control of the battle if you're not surrounded by globules on all sides.

B'Korgen will also fire a concentrated laser at you or one of your allies that will cause a temporary fear status, forcing you to run away. This attack is blockable, so put up your guard if you see the telltale white charge lines appear around B'Korgen's head. If you do take a hit from this attack, don't worry too much. It's more to lower the total amount of damage you and your allies can deal collectively rather than something meant as a lethal weapon.

Don't hold still while attacking B'Korgen. Every attack has a chance to trigger a counterattack from B'Korgen, who will shoot out a projectile that will create an AoE on the floor. The more you strike, the more of these AoEs will appear.

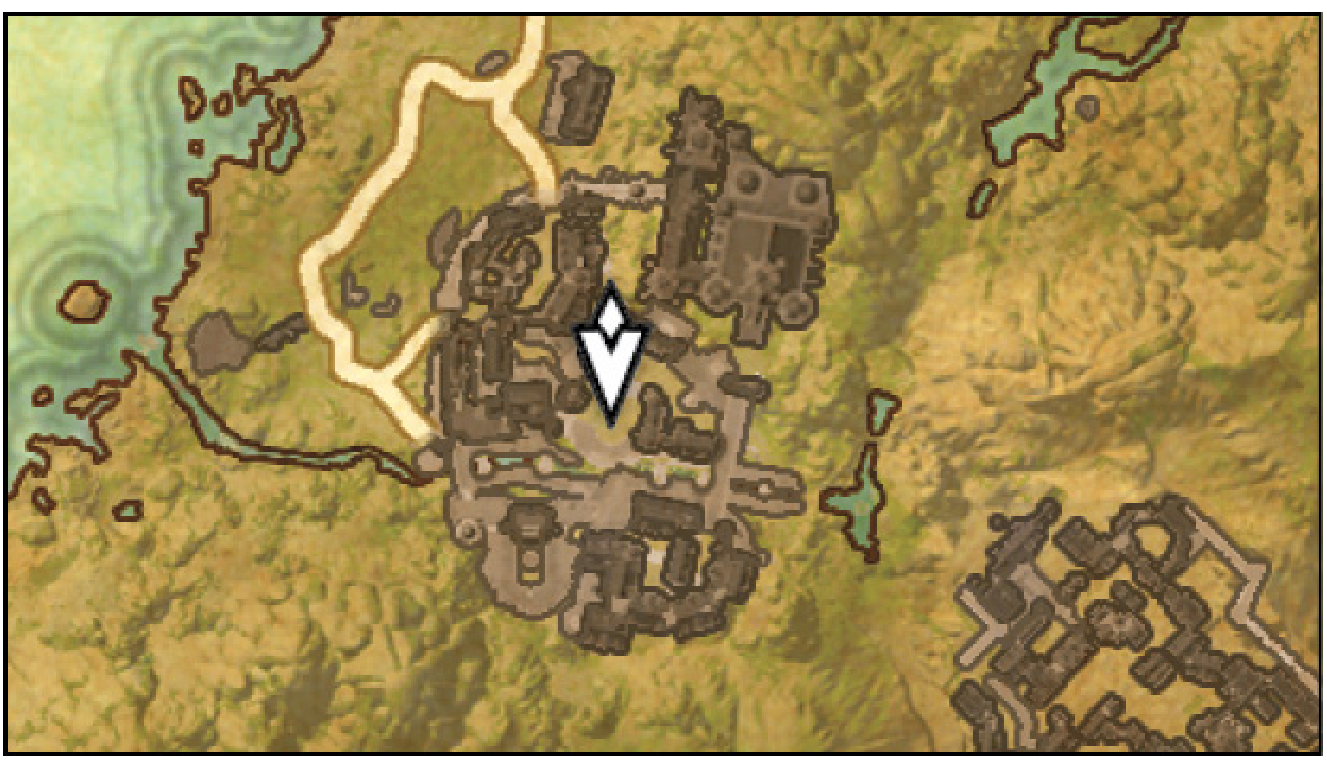


RETURN TO JUSTICIAR FAROWEL

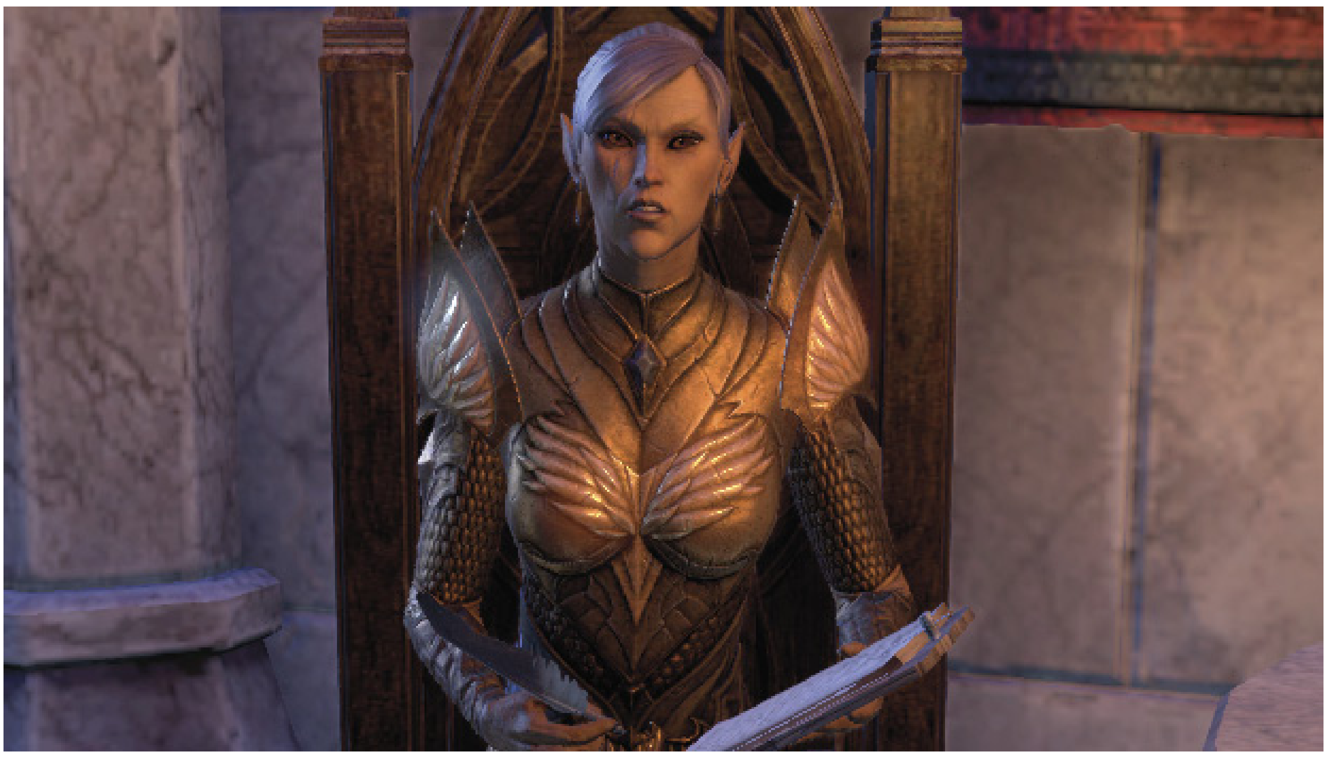
After completing your tasks, head back to Justiciar Farowel to collect your prize.

Never Forgotten

- **Location:** Just north of central Alinor



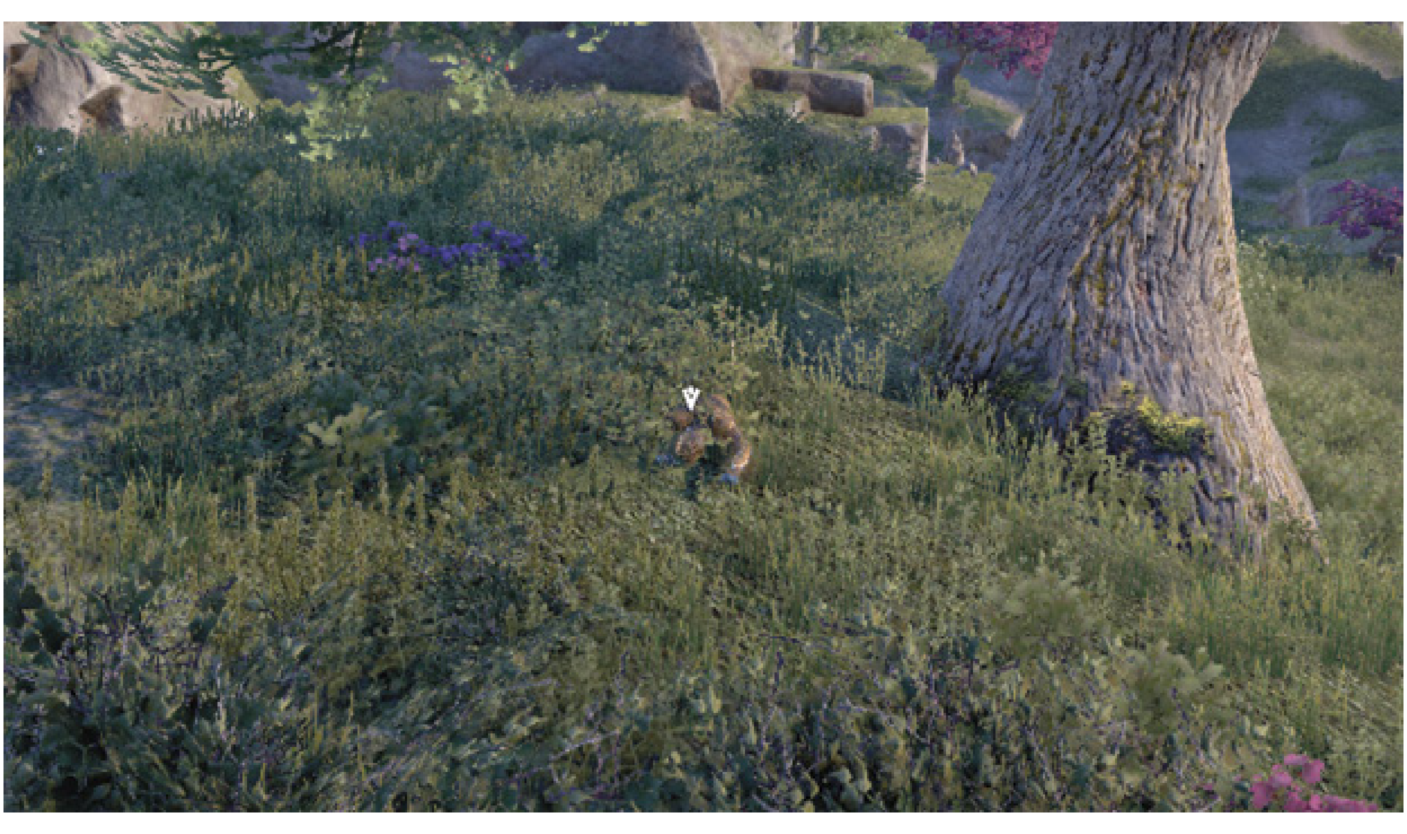
- **Quest-giver:** Justiciar Farowel



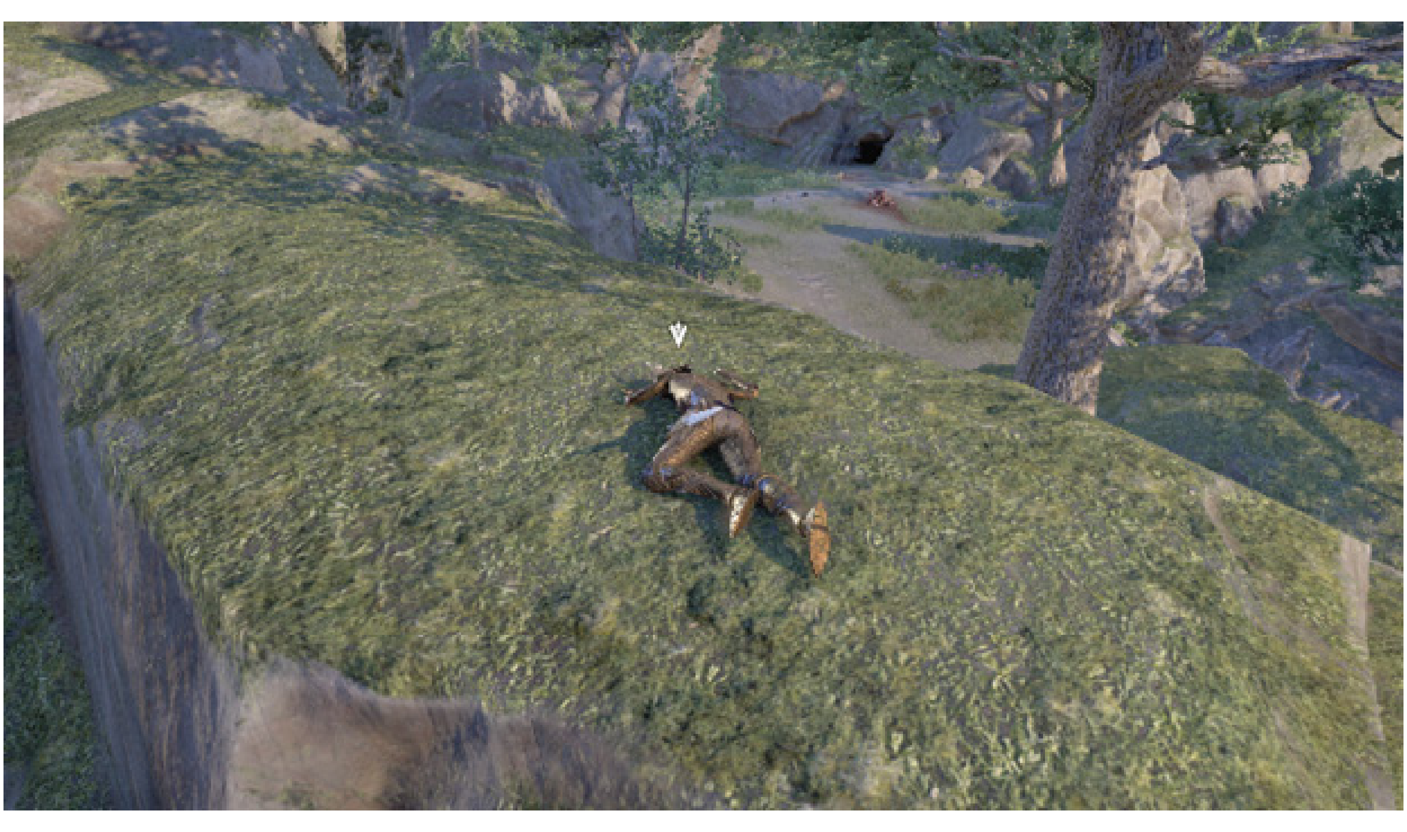
Description: You've been tasked with defeating Graveld and recovering four Scrolls of Oath. If you can complete these tasks and live to tell the tale, report back to Justiciar Farowel to be compensated for your efforts.

RECOVER SCROLLS OF OATH

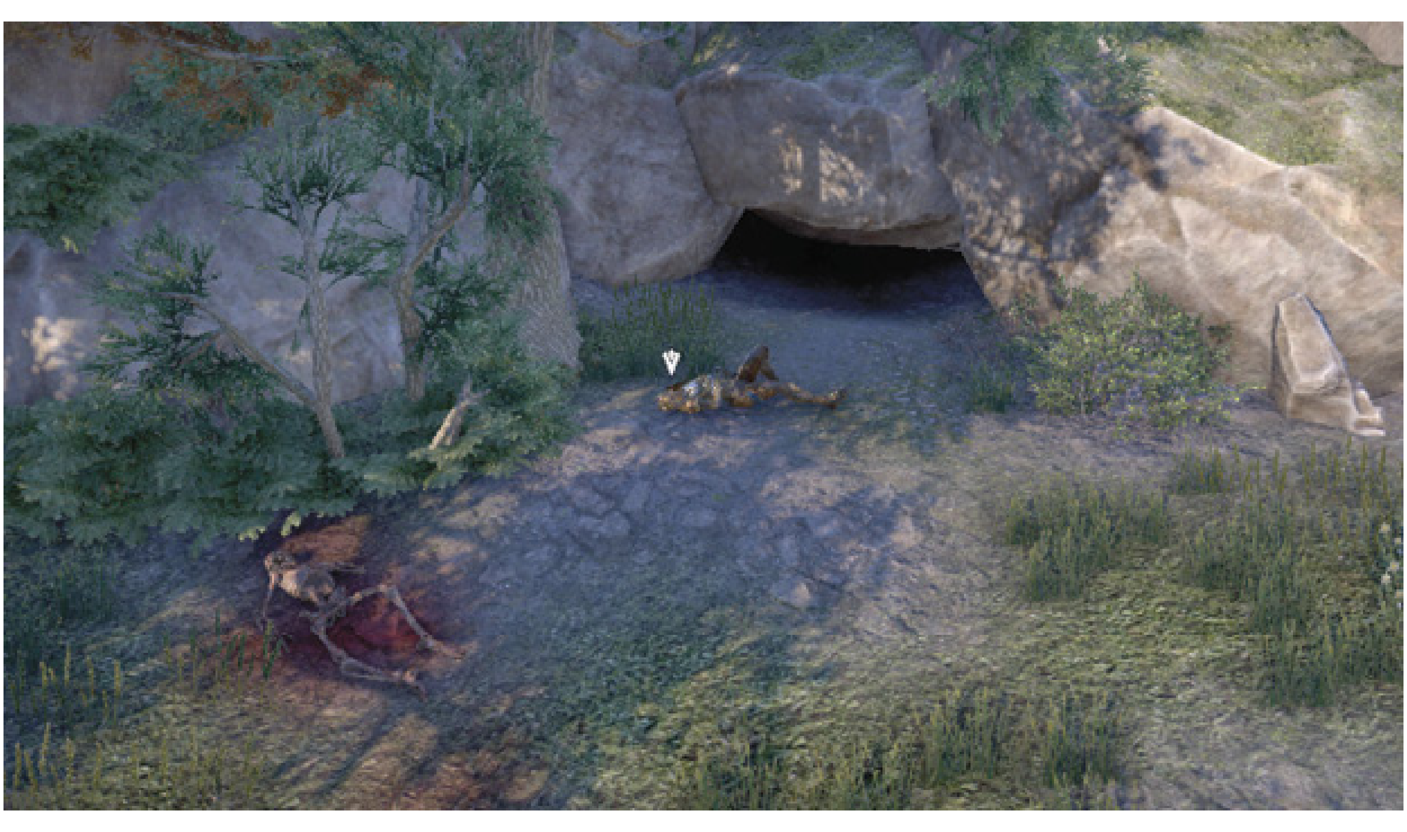
The first scroll is on a body east of Graveld's hideaway in the tall grass between the trees.



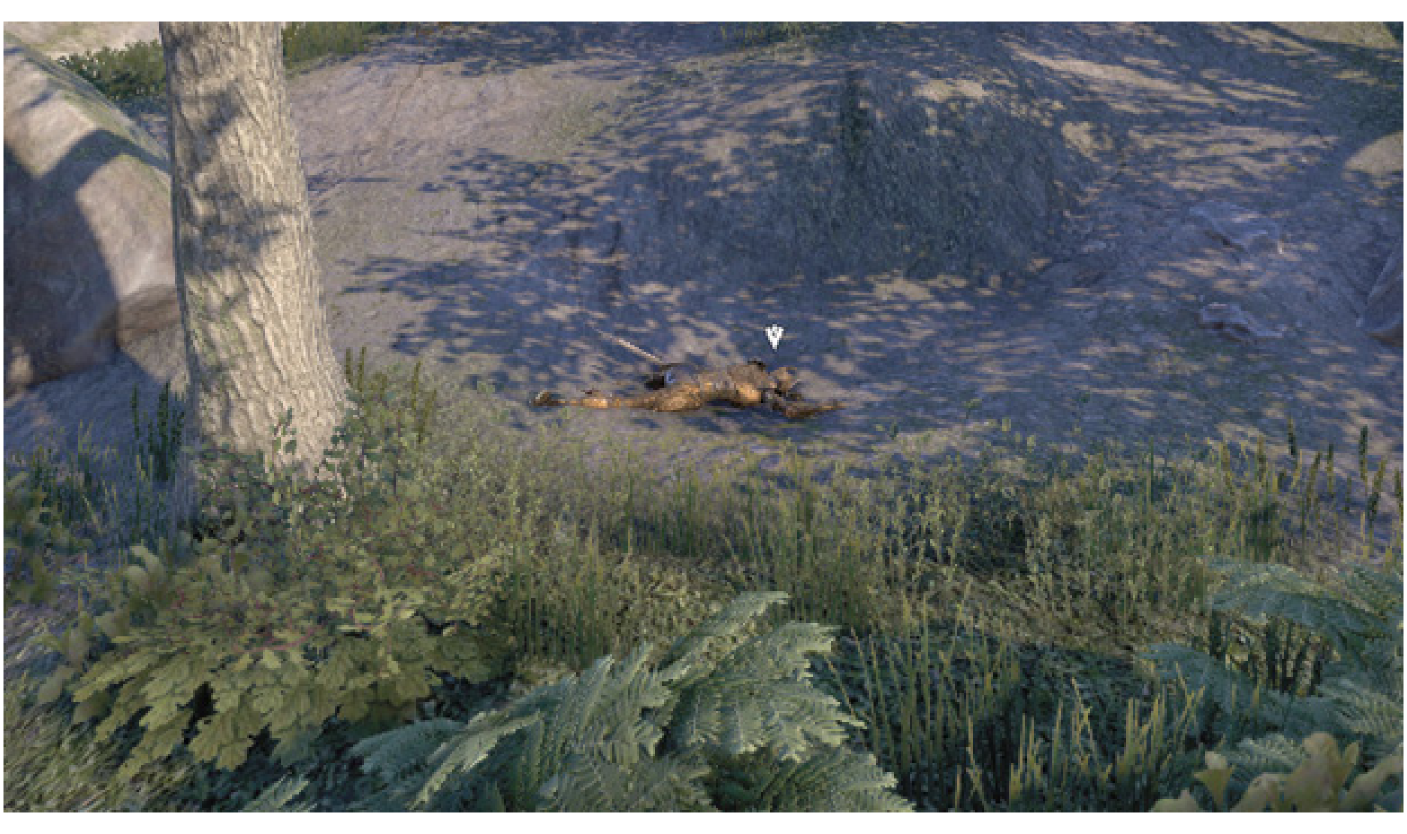
The second scroll is atop the rock formation to the left of the path leading into Graveld's dwelling, a short distance ahead of the first body.



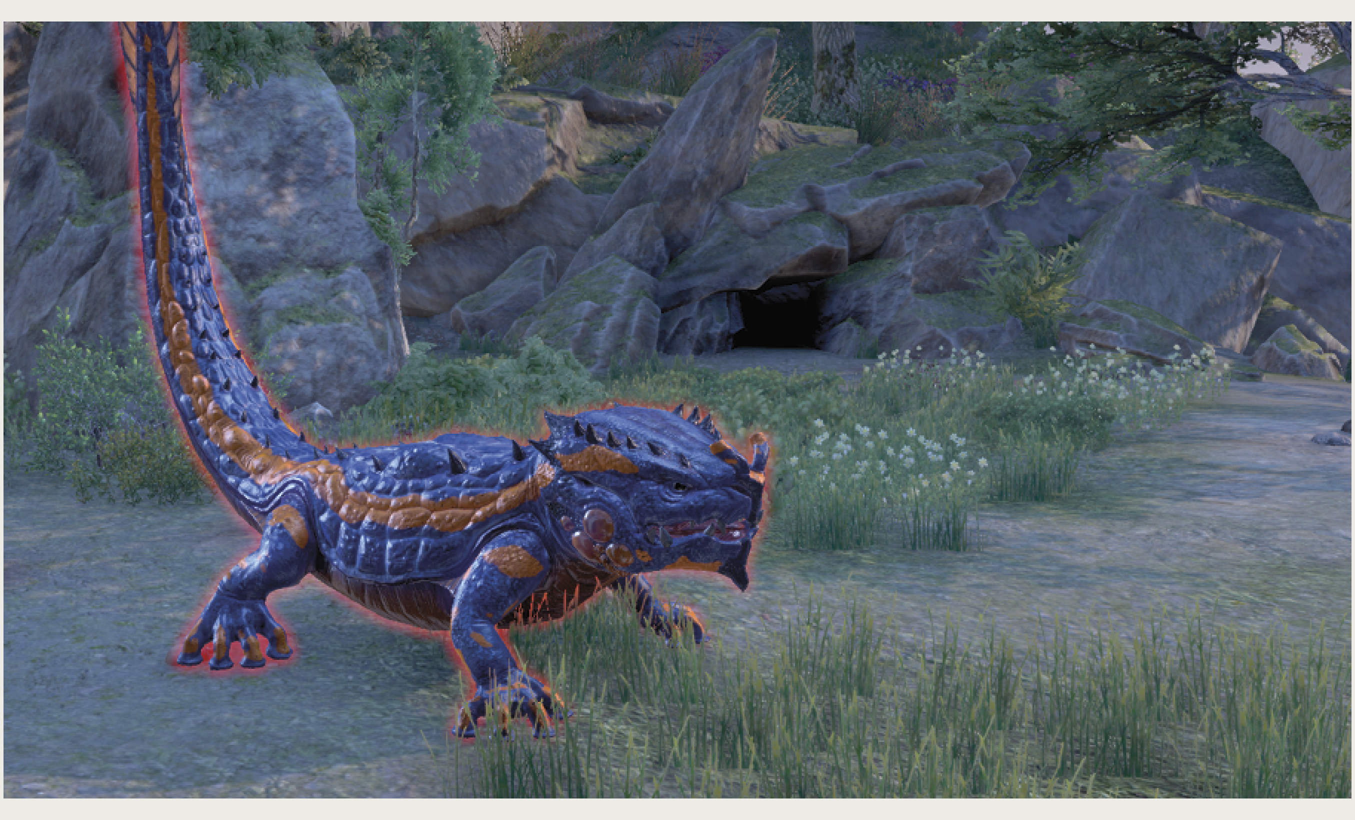
The third scroll is on a body on the south side of Graveld's hideaway.



The fourth scroll is north of Graveld's hideaway.

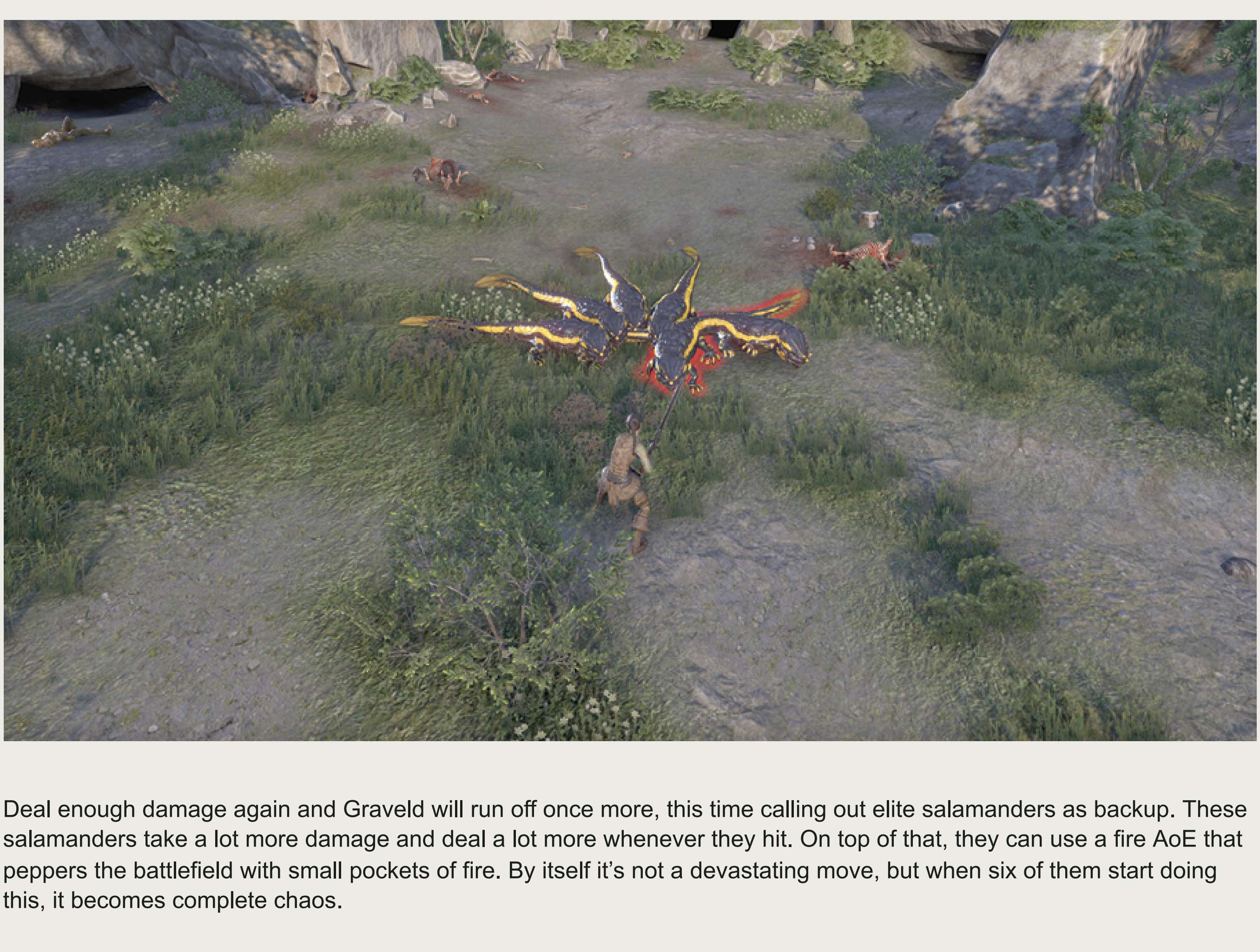


KILL GRAVELD



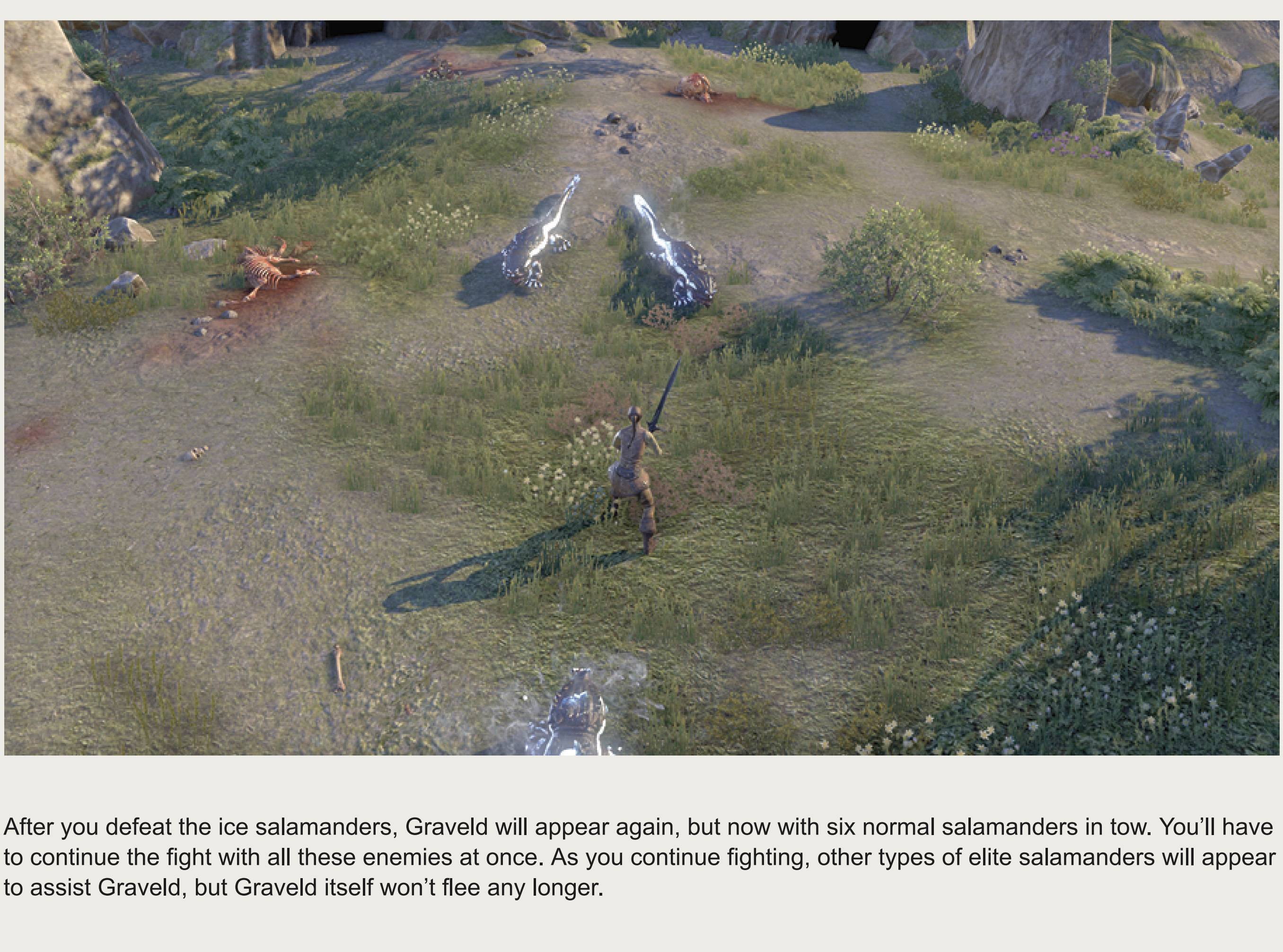
At the start, Graveld doesn't really offer much of a challenge. It will swat at you with its tail, lash you with its tongue, and jump at you. Once you've done a bit of damage, however, it will actually attempt to fight back.

Graveld will slide into one of its caves and call out a slew of salamanders to do its bidding, all while leaving a trail of poisonous slime in its wake. Defeat all of the salamanders and Graveld will slide back out to continue where you left off.

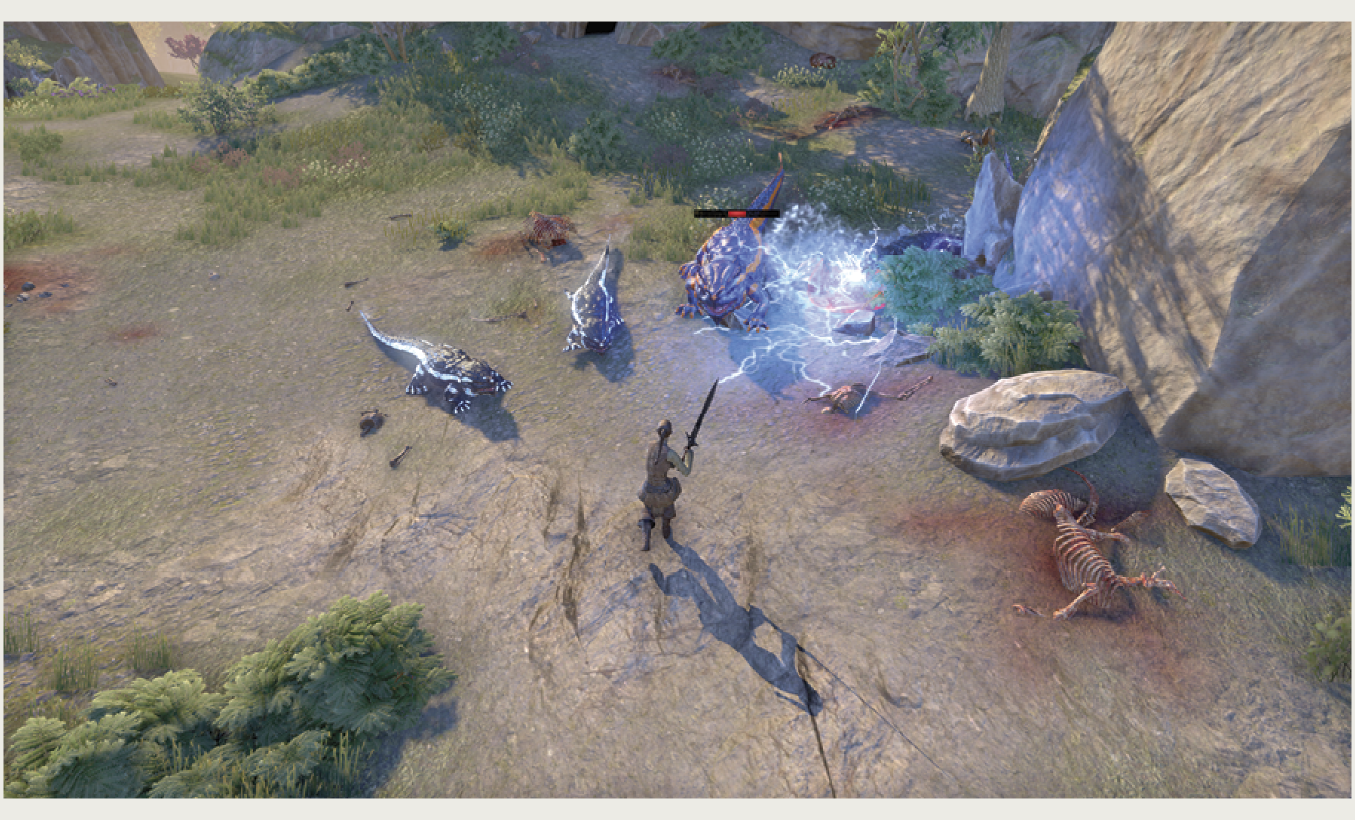


Deal enough damage again and Graveld will run off once more, this time calling out elite salamanders as backup. These salamanders take a lot more damage and deal a lot more whenever they hit. On top of that, they can use a fire AoE that peppers the battlefield with small pockets of fire. By itself it's not a devastating move, but when six of them start doing this, it becomes complete chaos.

Repeat the process once more and Graveld will flee, this time calling out three elite ice salamanders.



After you defeat the ice salamanders, Graveld will appear again, but now with six normal salamanders in tow. You'll have to continue the fight with all these enemies at once. As you continue fighting, other types of elite salamanders will appear to assist Graveld, but Graveld itself won't flee any longer.



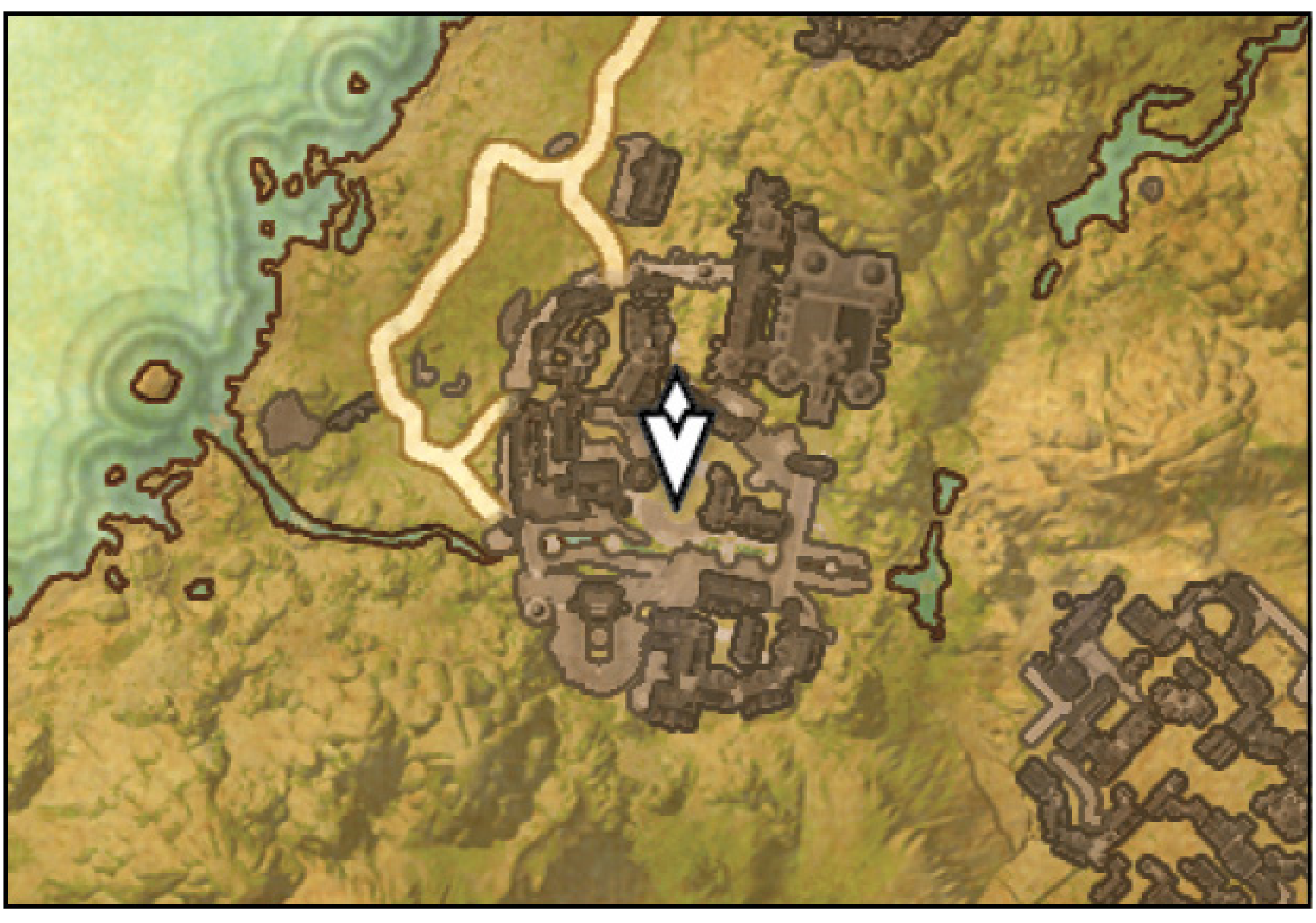
Anytime you clear out three elite salamanders, three more will appear to take their place. Have teammates draw the attention of the salamanders for the rest of the fight while a core group focuses on Graveld.

RETURN TO JUSTICIAR FAROWEL

After finding the scrolls and defeating Graveld, head back to Farowel to claim your reward.

Run Aground

- **Location:** Just north of central Alinor

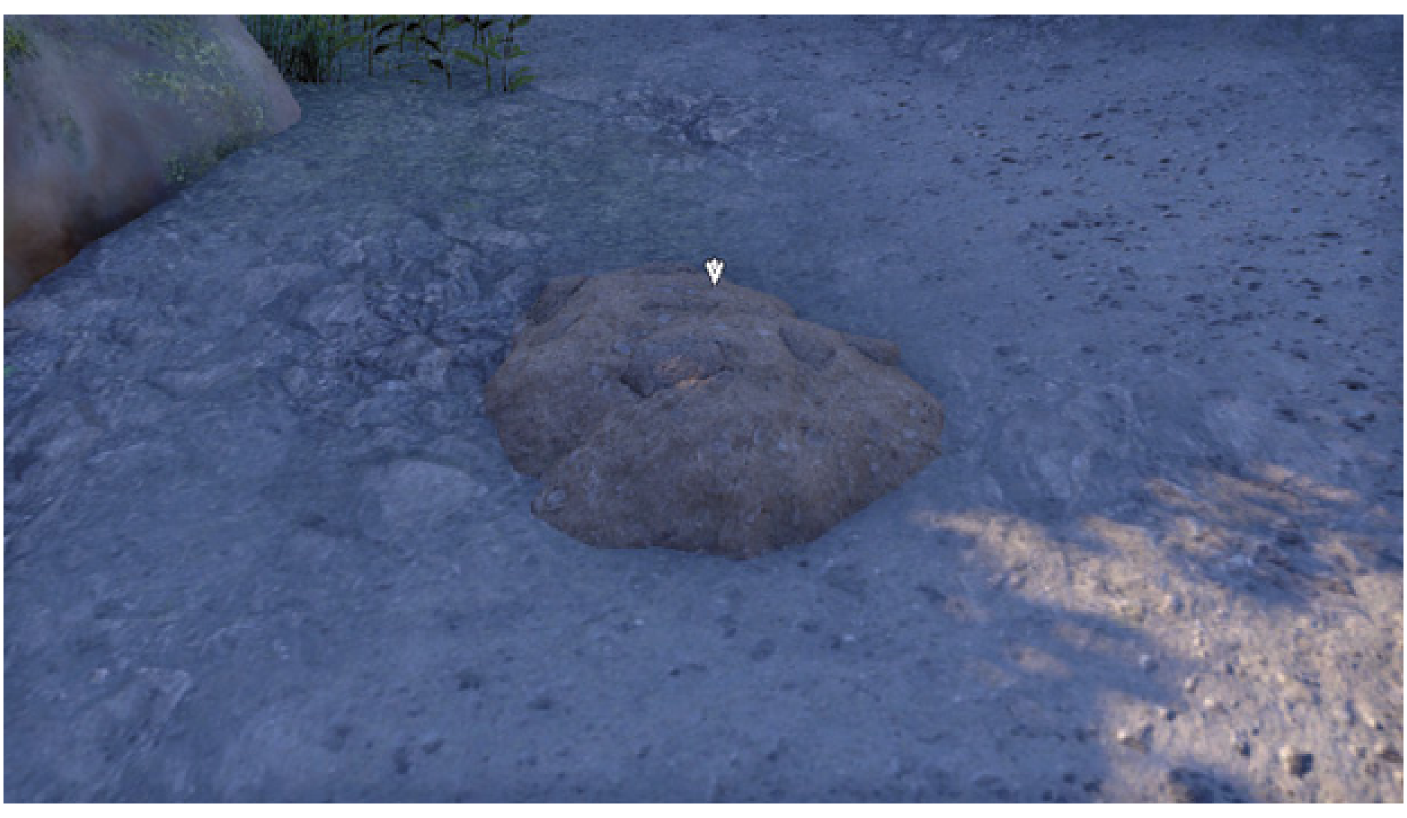


- **Quest-giver:** Justiciar Farowel

Description: Justiciar Farowel needs Keelsplitter dead and you and your friends are the ones to do it.

COLLECT SHIP'S LOGS

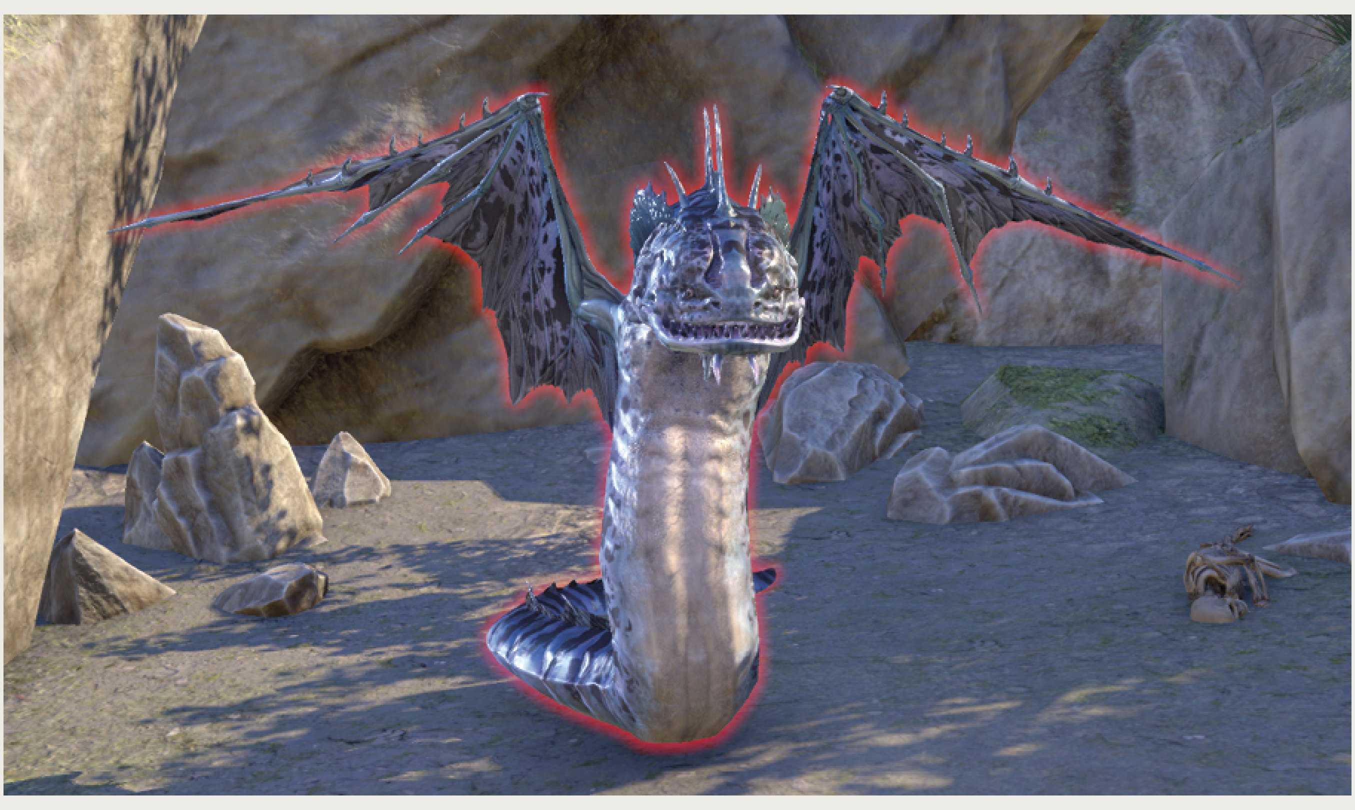
The ship's logs are all located in sand mounds scattered along the beach in front of Keelsplitter's arena. Collect four of them and you'll be good to go.



RETURN TO JUSTICIAR FAROWEL

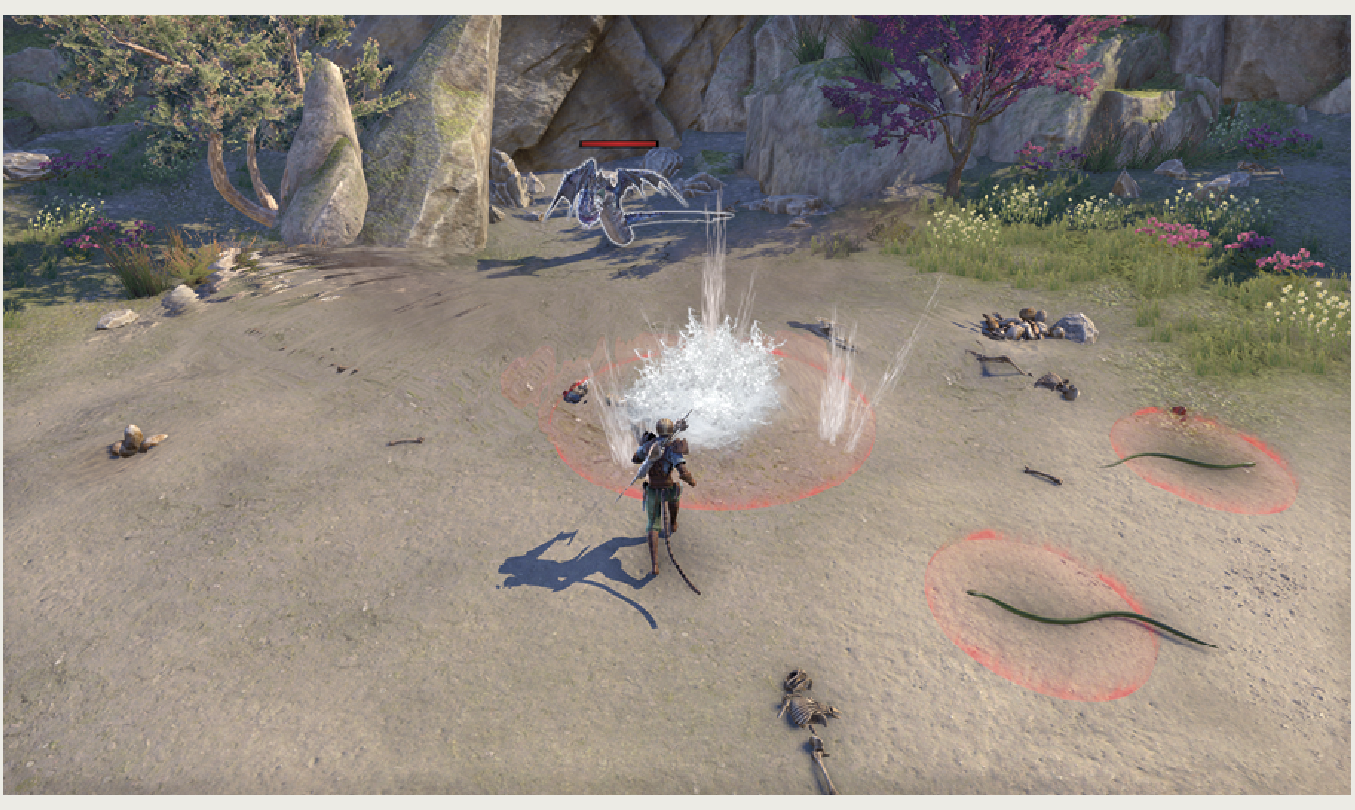
After defeating Keelsplitter and tracking down the ship's logs, head back to Justiciar Farowel to collect your reward.

KILL KEELSPLITTER



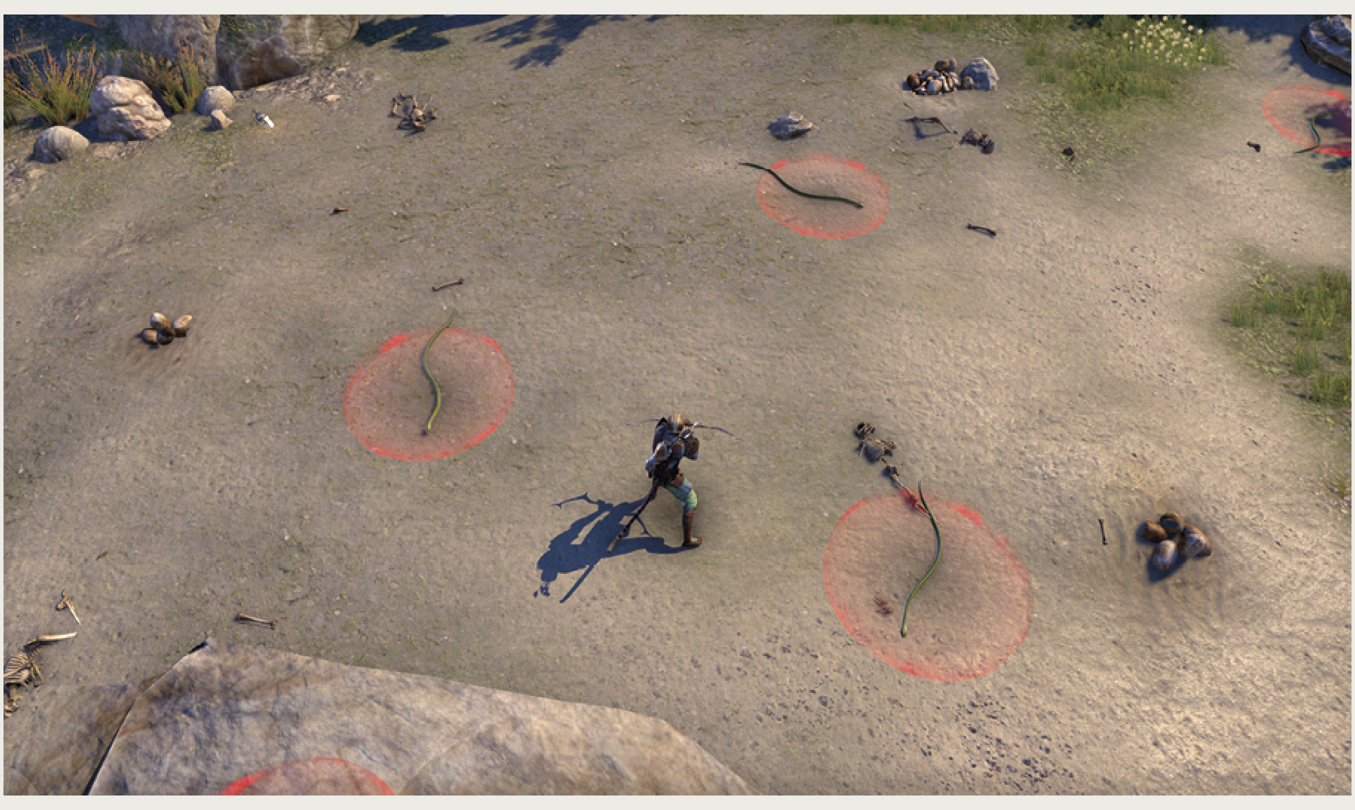
Keelsplitter is a pretty stationary boss. It will mostly just sit in its cove at the beginning of the fight while it tries to force you into the snake-covered center of the arena.

Most of Keelsplitter's attacks are close-range AoEs meant to get you away from it. One of those attacks, however, will not only push you away, but it will also create geysers underneath you that will knock you over if you don't move away from them in time.



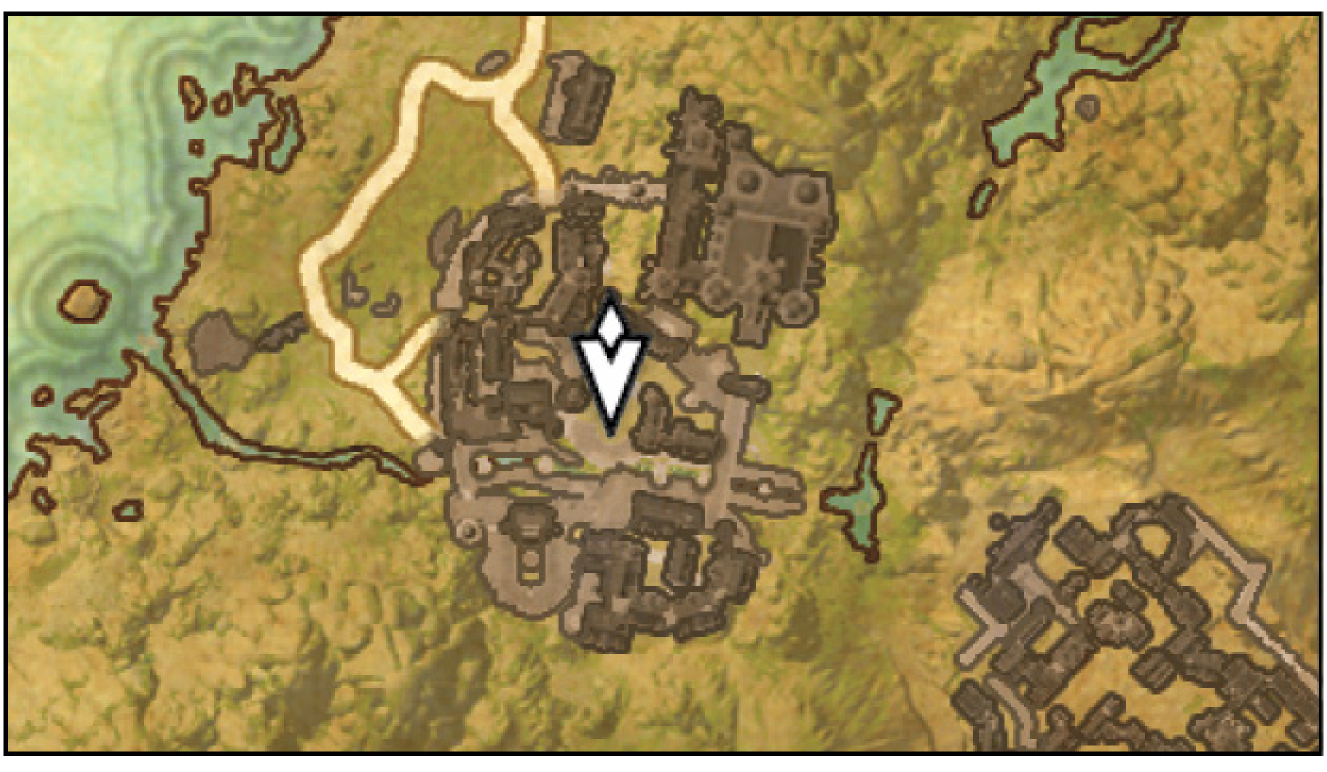
After damaging Keelsplitter a bit, it will take flight to one of two different coves (not including the one it starts in). It will repeat this pattern throughout the fight: deal a bit of damage to it and it flees; then rinse and repeat.

If you step on one of the snakes, you'll be tethered to it. You'll suffer a hefty movement speed debuff until you can escape the large ring surrounding you and the snake.



Birds of a Feather

- **Location:** Just north of central Alinor

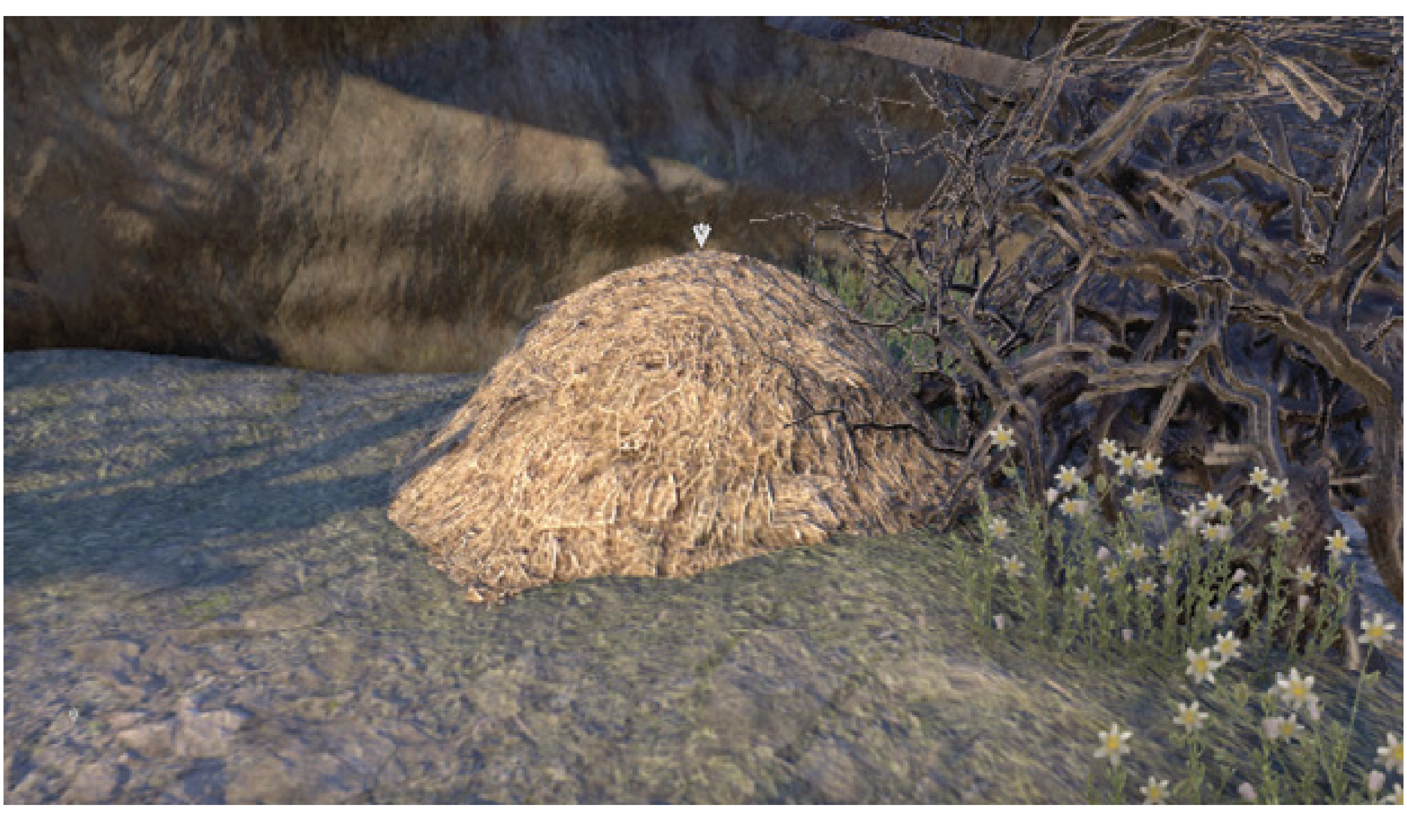


Quest-giver: Justiciar Farowel

Description: A pair of gryphons in the Gryphon's Run are causing trouble and you're the one who's been hired to remove them. Head there, take care of the gryphon's, collect some of their feathers, then report back to Justiciar Farowel.

COLLECT GRYPHON FEATHERS

On top of killing both Haeliata and Nagravia, you'll need to collect 15 Gryphon Feathers from the molting piles inside their nest and on the beach below their perch.



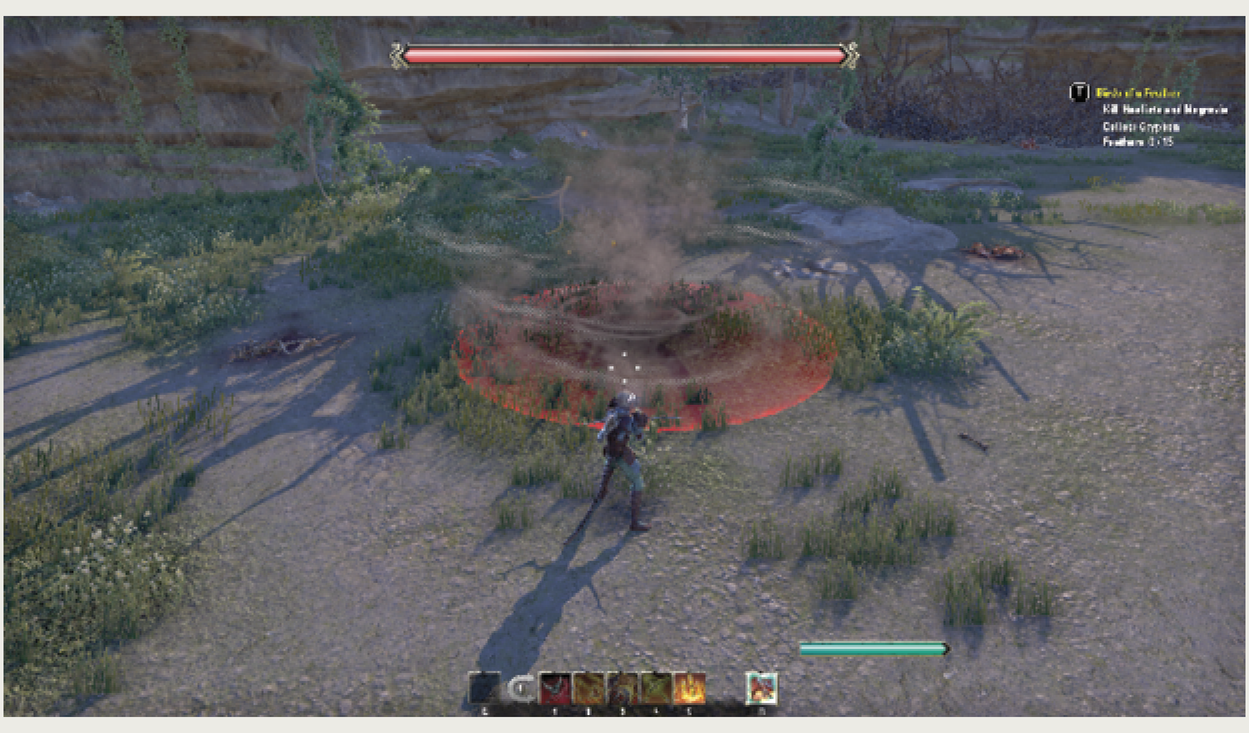
KILL HAELIATA AND NAGRAVIA

You'll be fighting two group bosses for the price of one this quest, though they'll attack separately for most of the fight. When the battle begins, Nagravia will take off, kicking up wind-based projectiles on its way out.

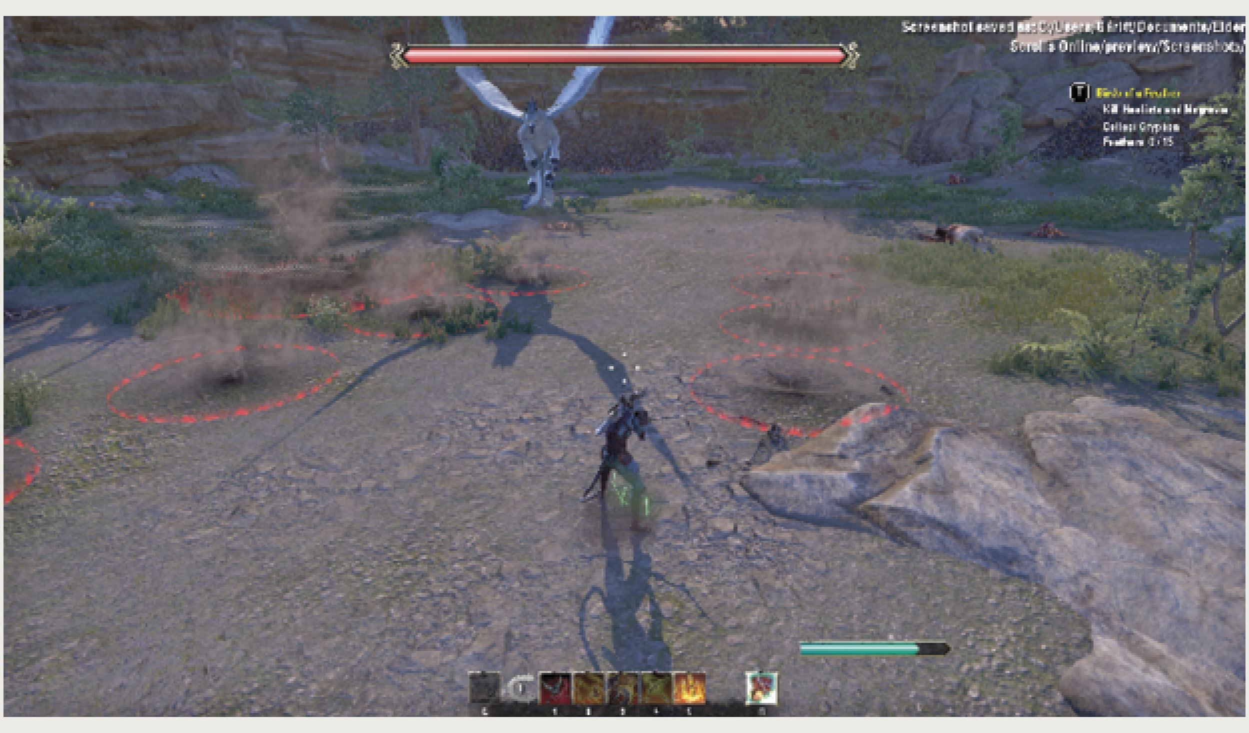
Haeliata fights like a pretty standard enemy at first. It has a basic, short-range conal AoE and a couple of basic attacks and not much else. After dealing enough damage, Haeliata will flee the field and Nagravia will jump back into the arena.

Nagravia is much more dangerous at this point, since the beast enjoys kicking up wind as often as possible, creating constant tornado AoEs.

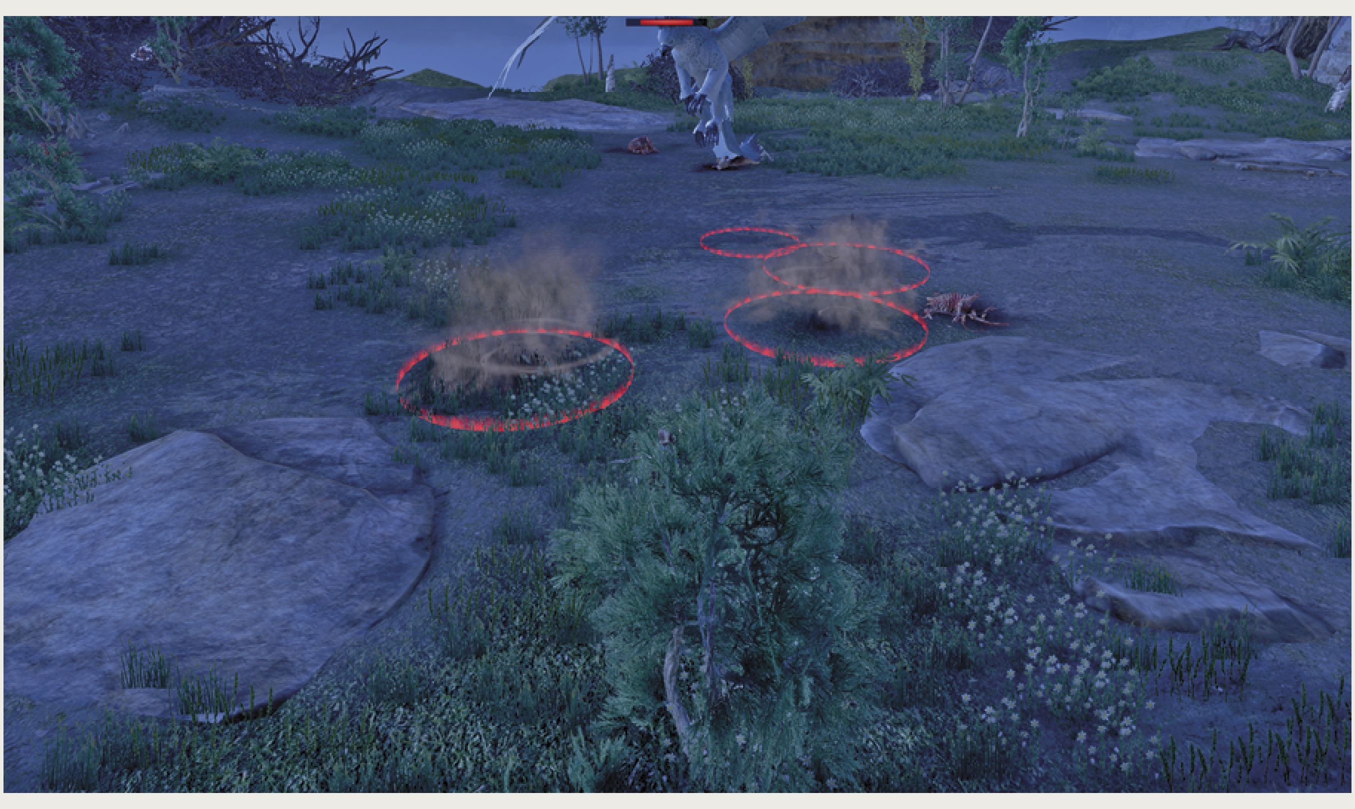
Nagravia will also create a large tornado AoE that it can push around the arena with a hard flap of its wings. It's not something to necessarily fear, so long as you don't stand right next to it at any point.



Be on the lookout for Nagravia's dive-bomb attack, which will scatter small tornadoes as Nagravia flies toward you.



Nagravia will occasionally hop into the air while creating a large, slow-growing AoE beneath it. When the AoE finishes growing, Nagravia will begin shooting out small tornadoes in a circle around the map.



After you've taken off about 20 percent of Nagravia's health, it will tap out and Haeliata will hop back in.

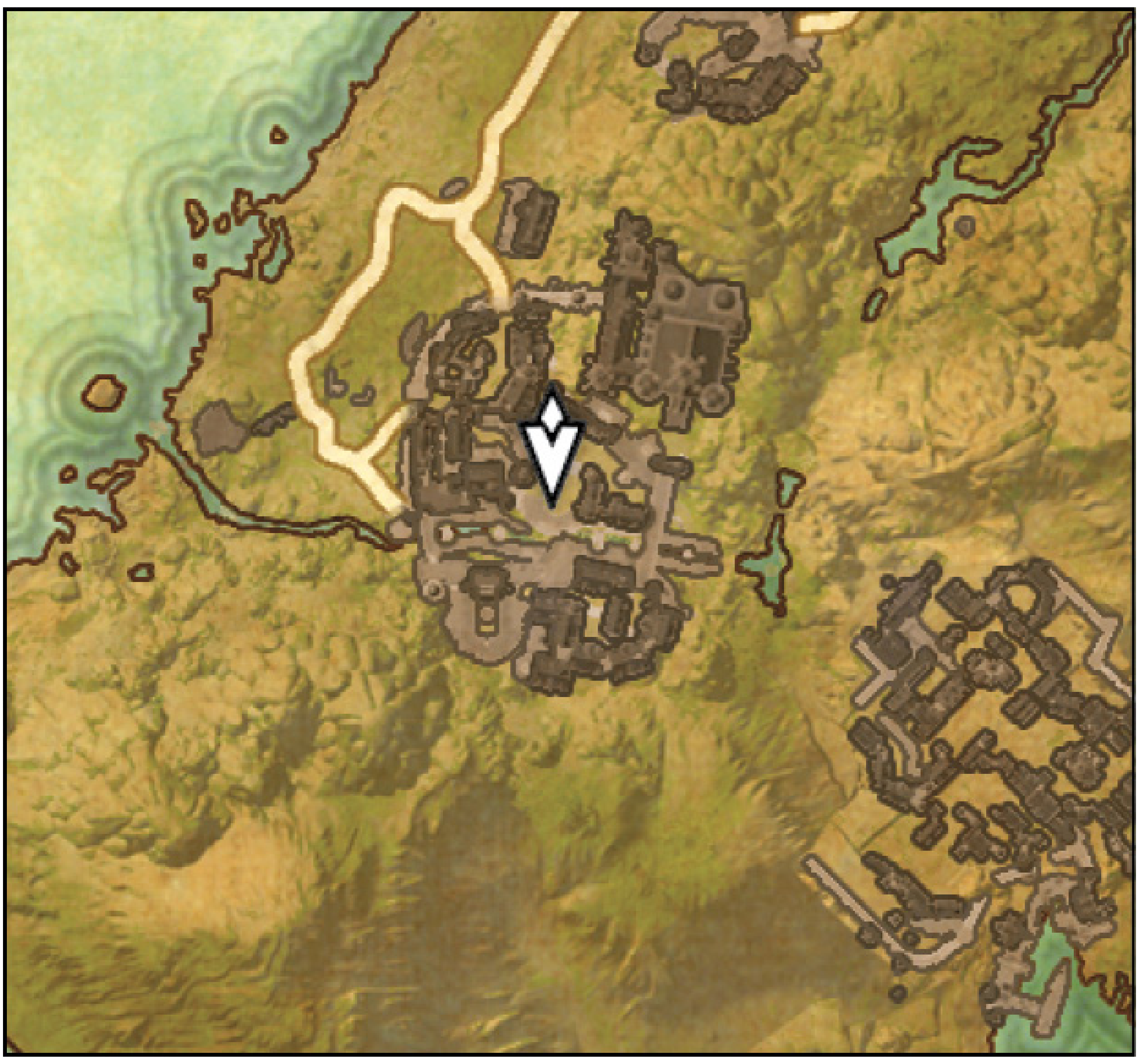
Haeliata has a few new moves, but they are just as easy to avoid as before. All of its moves are clearly telegraphed and don't have huge areas of effect. Take out a tiny chunk of Haeliata's health and Nagravia will jump in, forcing you to fight both at the same time.

At this point, neither gryphon has any new moves; the challenge will come from trying to avoid both attackers at the same time. Haeliata will only be a nuisance, so keep your eyes firmly on Nagravia.

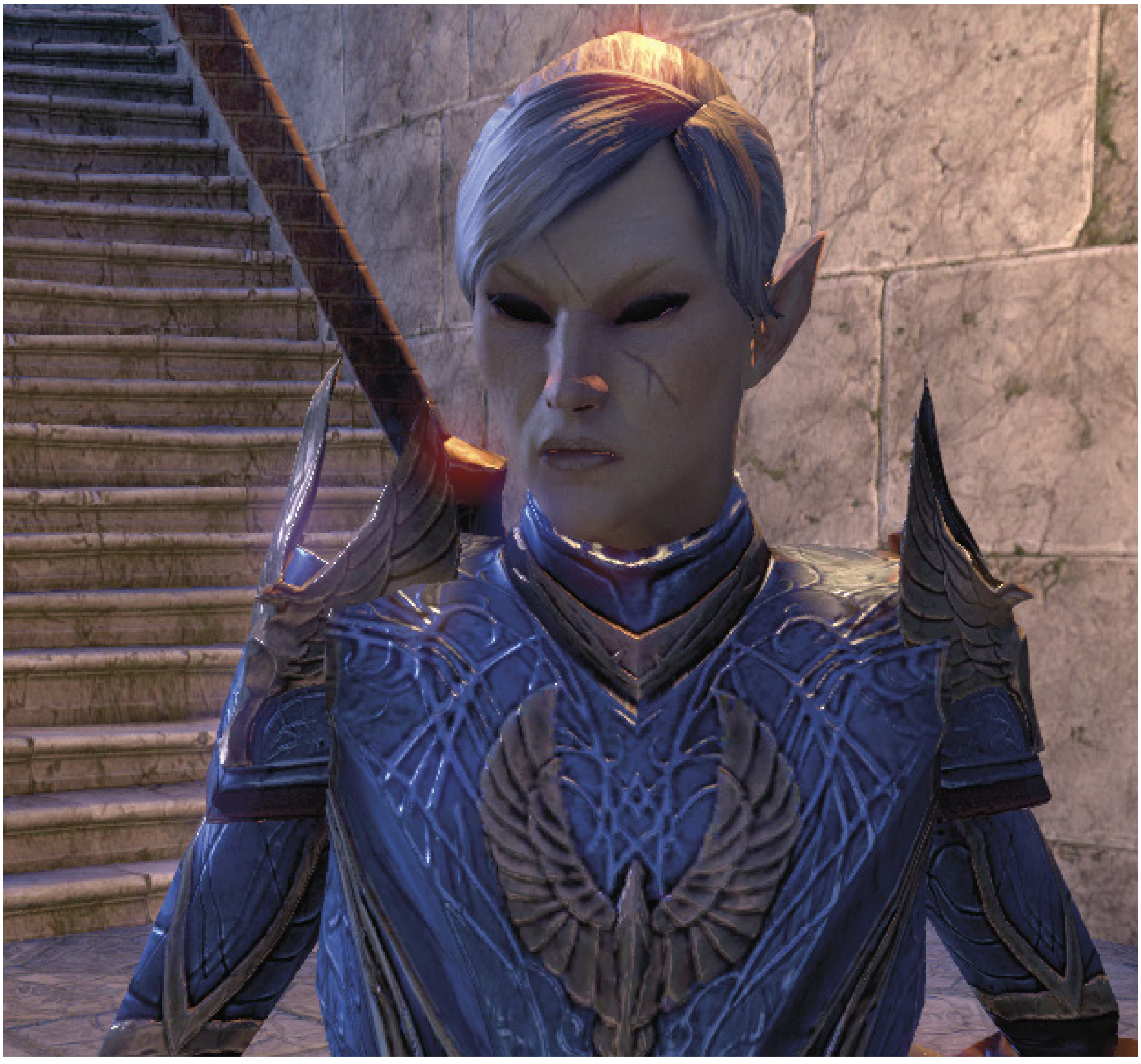
Daily Group Quests

Sinking Summerset (Daily)

- **Location:** Just south of central Alinor



- **Quest-giver:** Battlereeve Tanerline



Description: After unveiling the Sea Sload alliance and discovering their plan to sink Summerset, you are now tasked with plugging the Abyssal Geysers spread around Summerset's coasts.

NATURAL PROGRESSION

This quest is only available after completing both the Buried Memories main story quest and the Abyssal Cabal Karnwasten dungeon quest.

DESTROY THE ABYSSAL GEYSERS

To complete this quest, you need only close three abyssal geysers around Summerset. This quest is repeatable once a day, so make a point to pick it up every chance you get to receive extra rewards on top of what you'll find in the geysers themselves.

RETURN TO BATTLEREEVE TANERLINE

Once you've closed three geysers, report back to Tanerline to finish the quest. You'll earn a Summerset Daily Recompense for your troubles.

Delves

Introduction

Delves are micro-dungeons that a solo player can easily complete. Every delve houses a Skyshard and a delve boss. Each delve in Summerset (and the one on Artaeum) has at least two quests tied to it. Some of the main story and side quests on Summerset will push you through a specific delve, but the two quests per delve we're referring to specifically take place inside their respective delve.

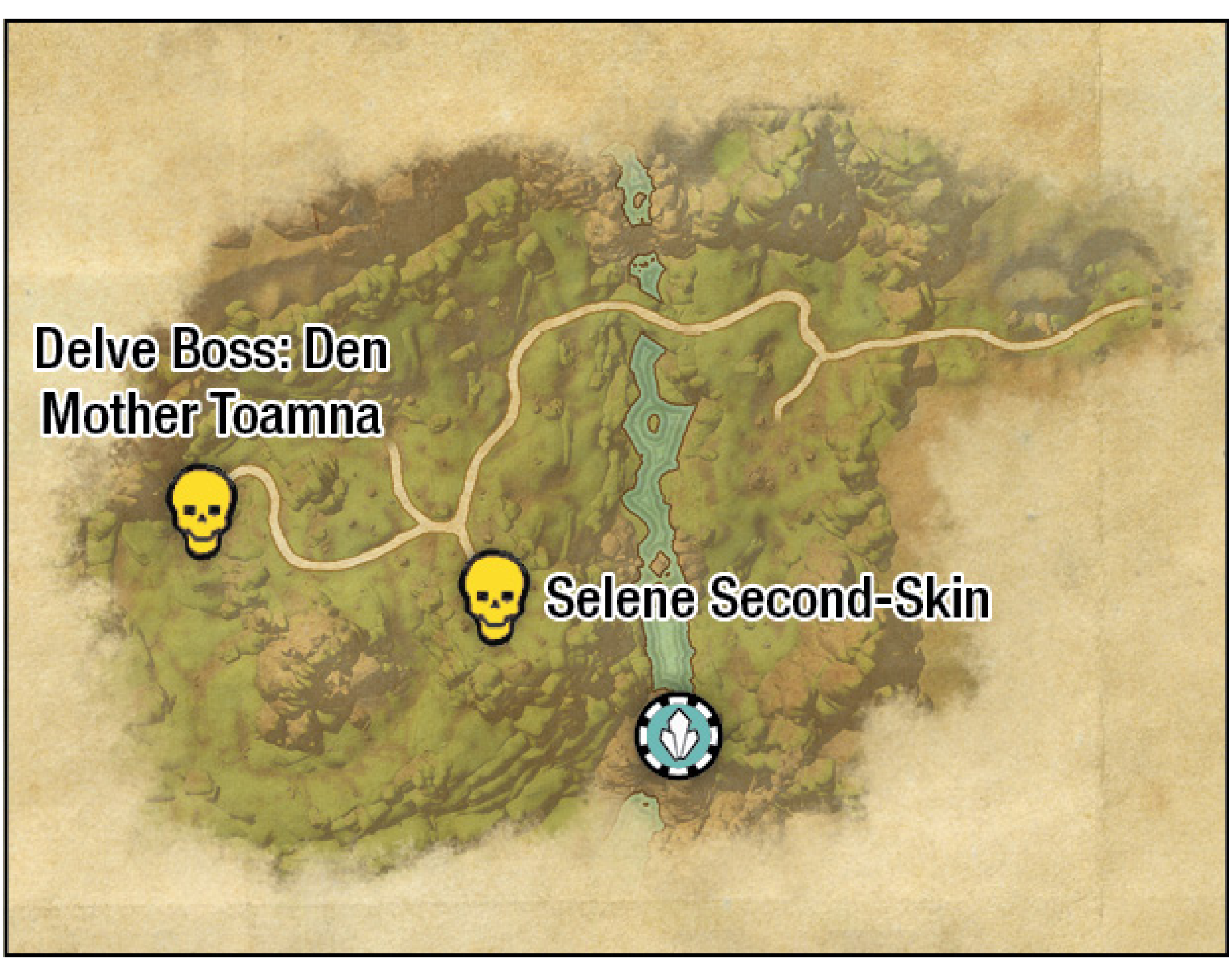
You can always find one of the quests in front of its related delve, while the other quest is a daily that you must pick up from Justiciar Tanorian in Alinor.

Delves

Completing a Delve

If you want to mark a delve as completed on your map, you must defeat the delve boss within its halls. While each delve has both a boss and a Skyshard, you need only defeat the boss to “complete” the delve. This can create a tricky situation because the delve will be marked as complete and if you leave without collecting the Skyshard, it will be hard to remember if you grabbed it or not. We highly suggest you make the Skyshard your first objective and take out the boss only after collecting it.

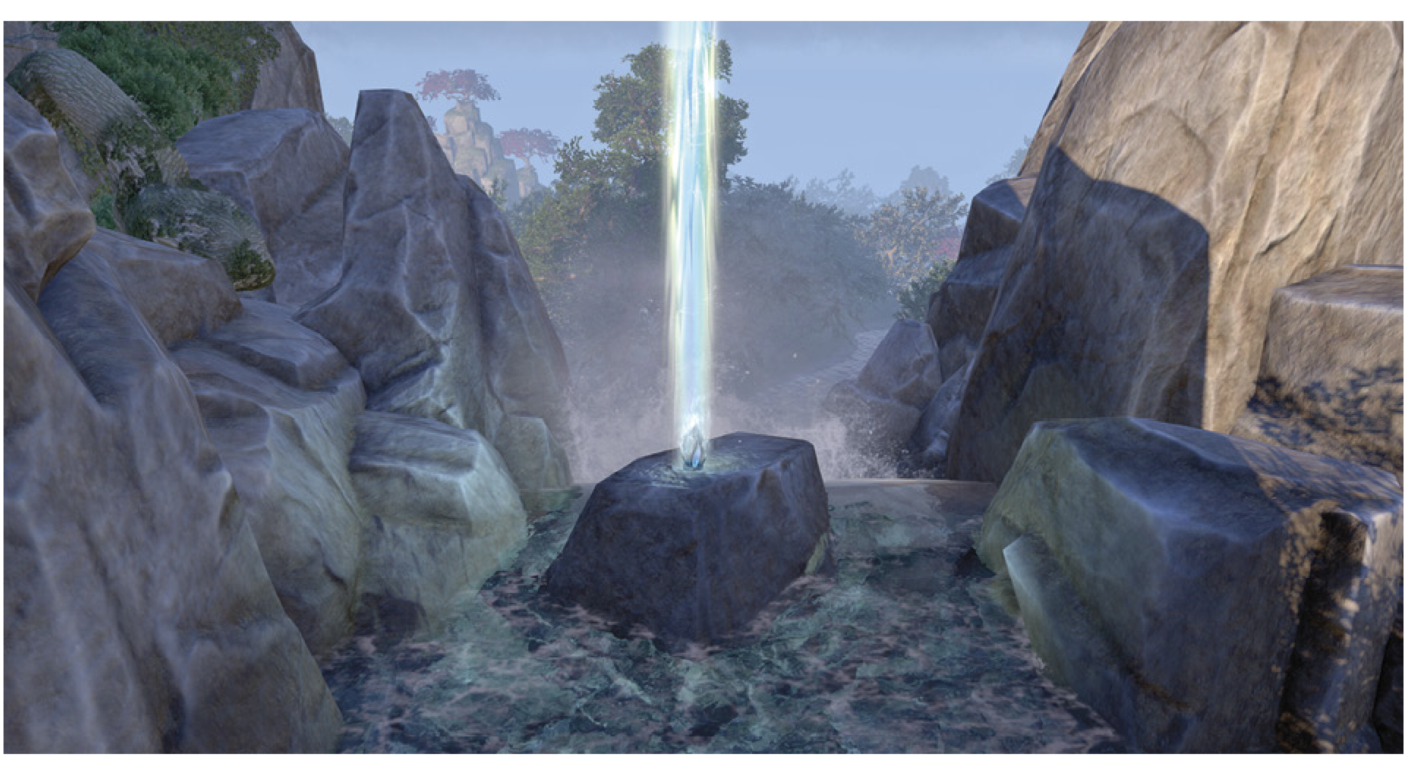
Archon's Grove



Description: Archon's Grove is a small grove that has seen better days. It is currently home to a clan of werewolves who are not at all interested in trying to live out a peaceful existence.

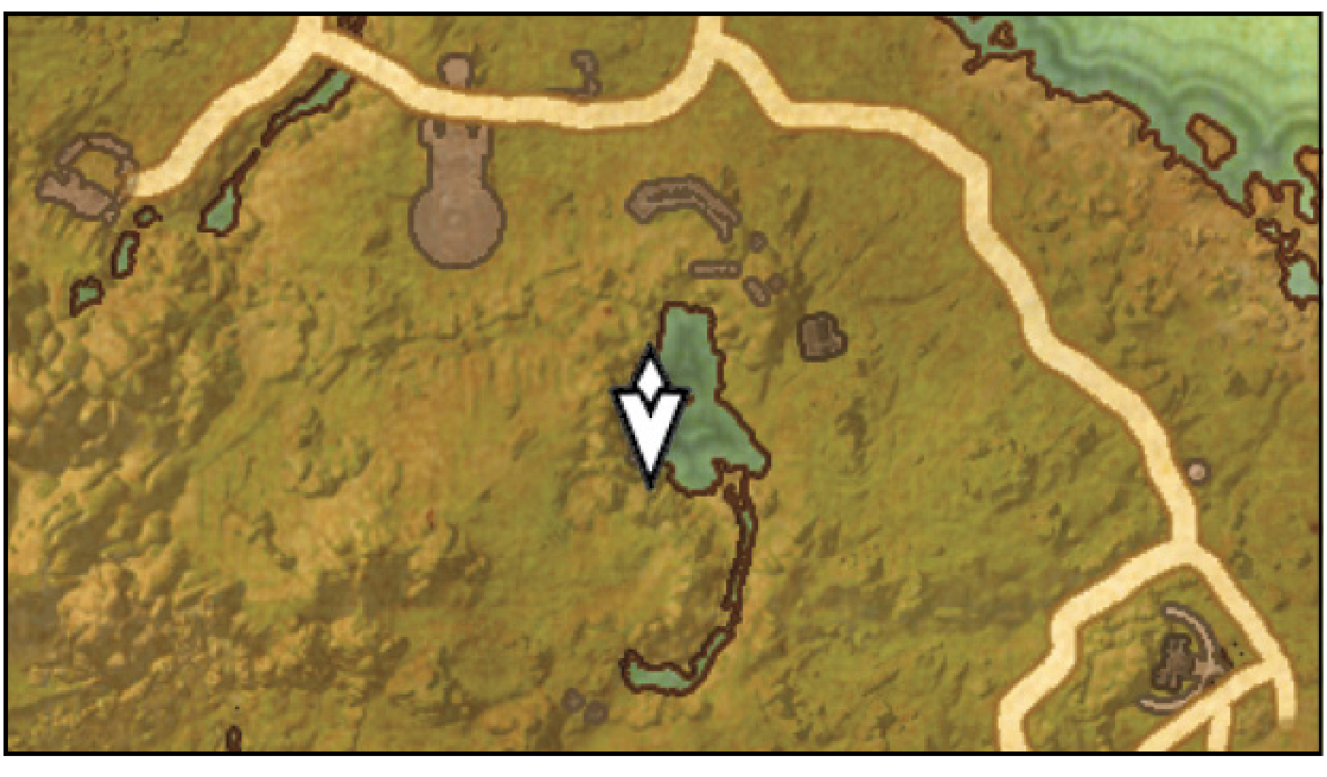
DELVE BOSS: DEN MOTHER TOAMNA

SKYSHARD



THE RUNAWAY'S TALE

- **Location:** In front of Archon's Grove



- **Quest-giver:** Esterdel

Description: Esterdel's fiancée ran off with another man and has also been captured by werewolves—busy day. Esterdel would be all too happy if the werewolves did away with her, but this marriage was about appearances and Esterdel's not keen on losing his reputation by standing idly by. Go in and either rescue his betrothed or bring back evidence of her death.

FIND NIRALIN

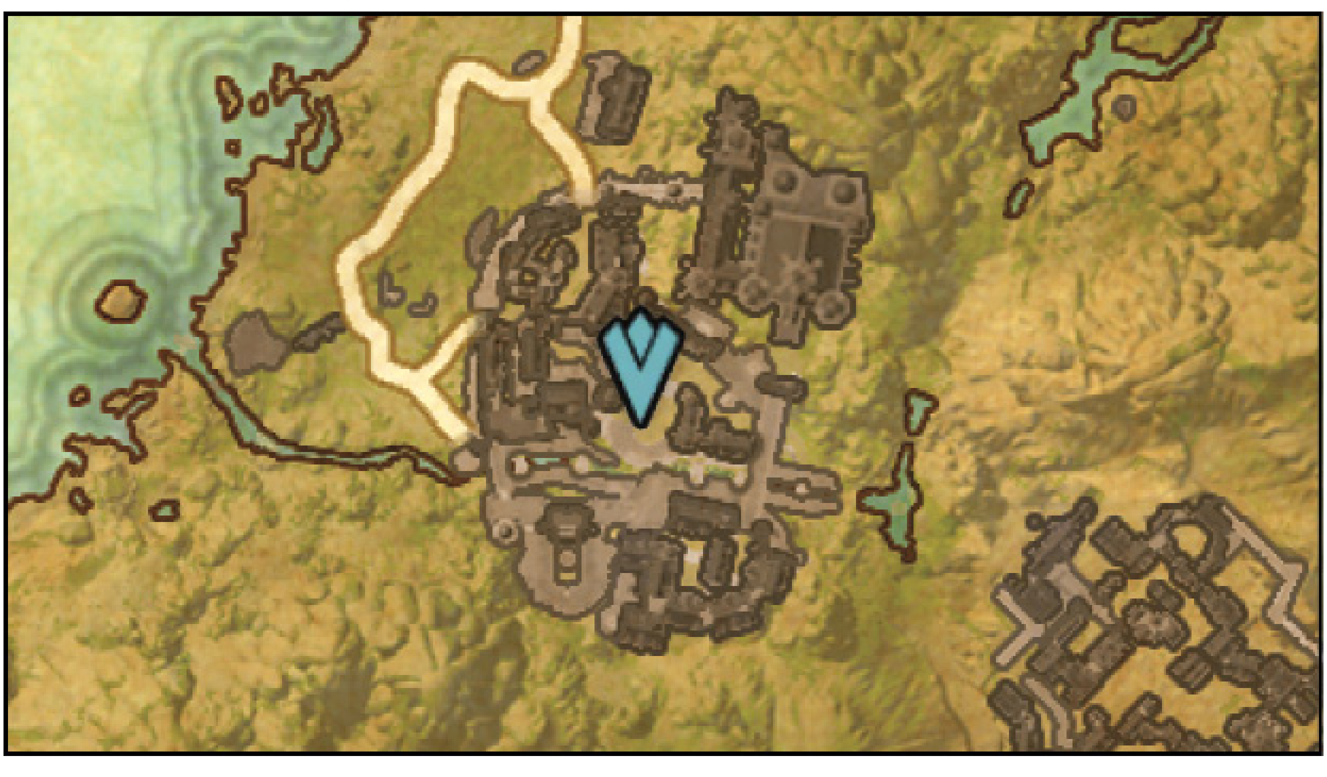
You'll find Niralin in Archon's Grove's southwest corner. You can persuade her to come back to Shimmerene if you have the Mages Guild skill line ability, but it won't change the reward you receive, so choose whichever option you desire.

TALK TO ESTERDEL IN SHIMMERENE

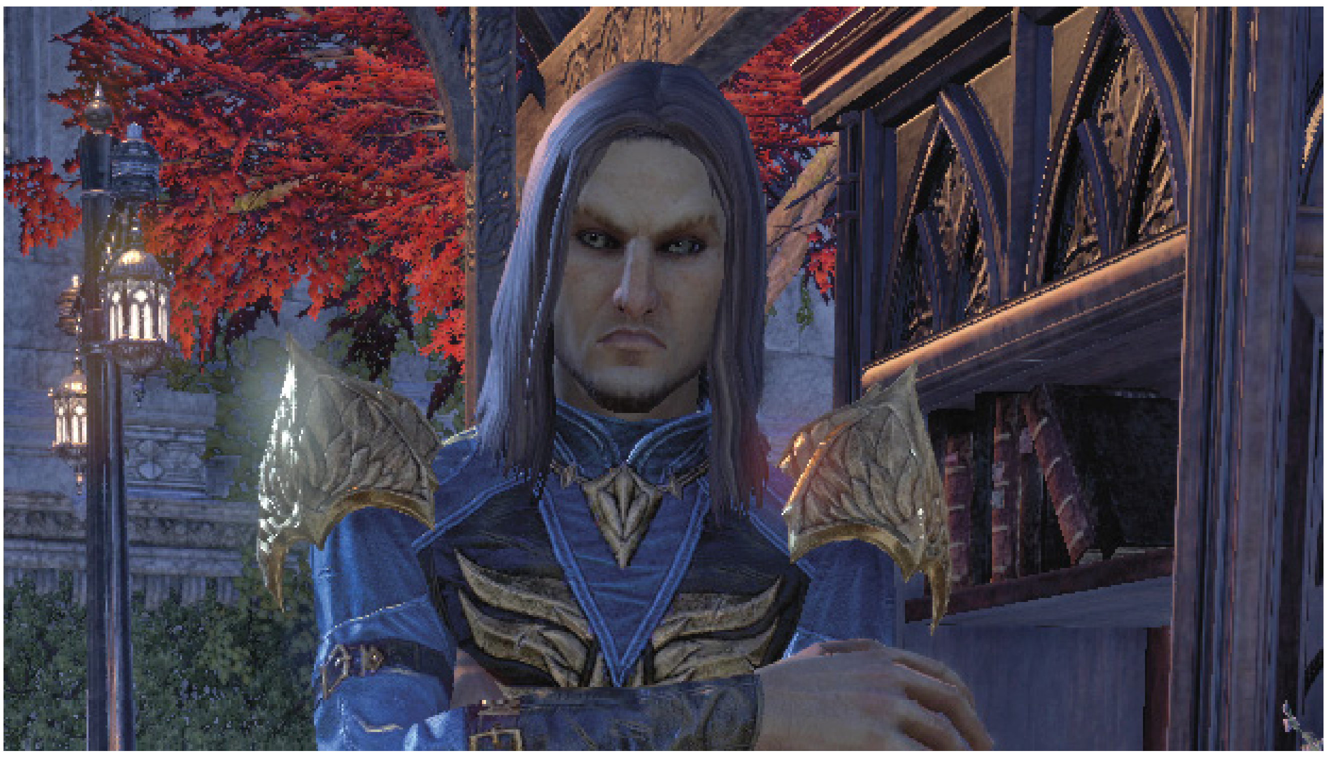
No matter how you handled talking to Niralin, you must meet up with Esterdel in Shimmerene and let him know what transpired.

A ROSE'S BEAUTY (DAILY)

- **Location:** In the center of Alinor



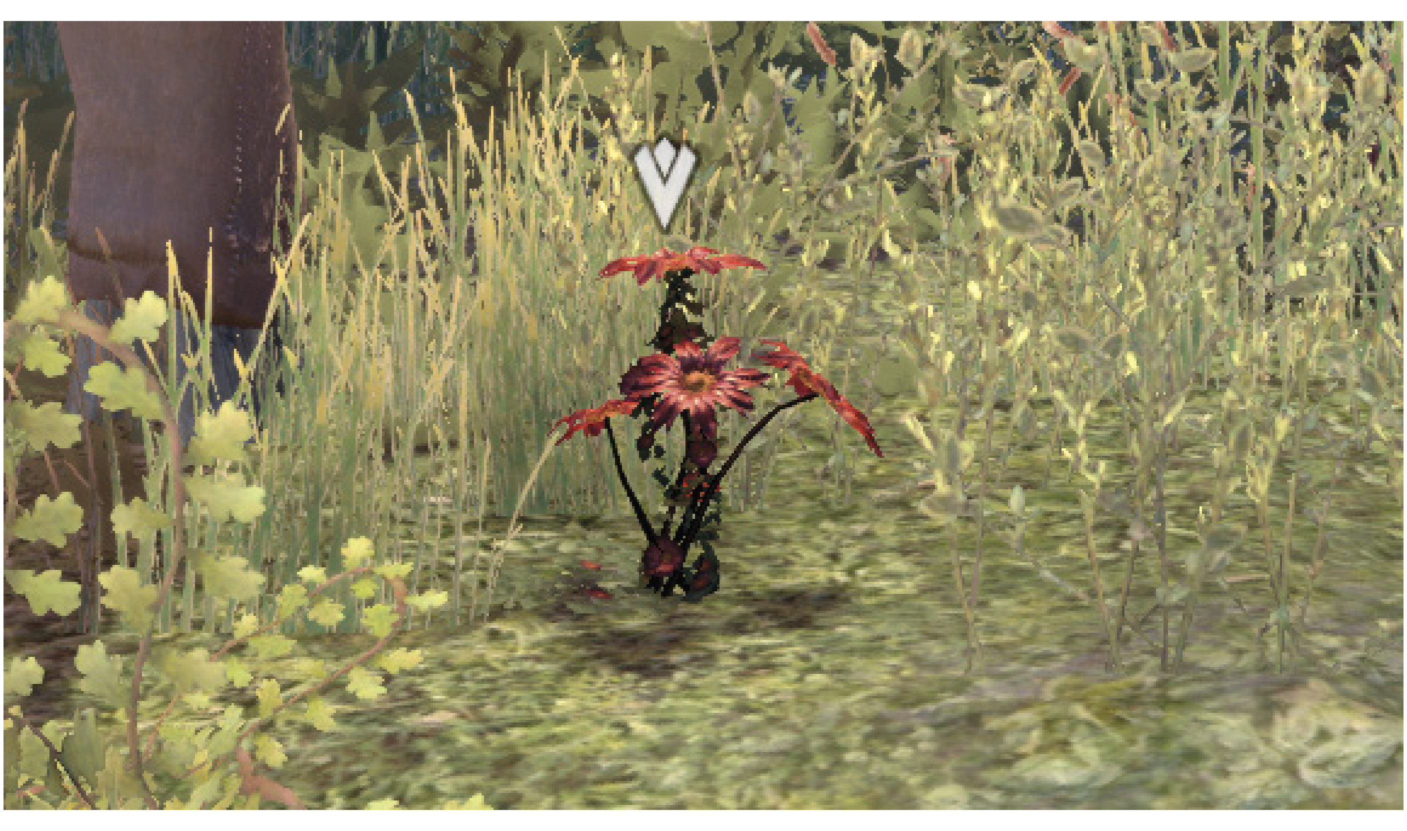
- **Quest-giver:** Justiciar Tanorian



Description: Justiciar Tanorian wants you to pick flowers. Sounds action packed, right? Well, it may just be since Archon's Grove was taken over by werewolves. Get in there and get those blossoms and try not to get bit.

COLLECT ROSE-OF-ARCHON BLOSSOMS

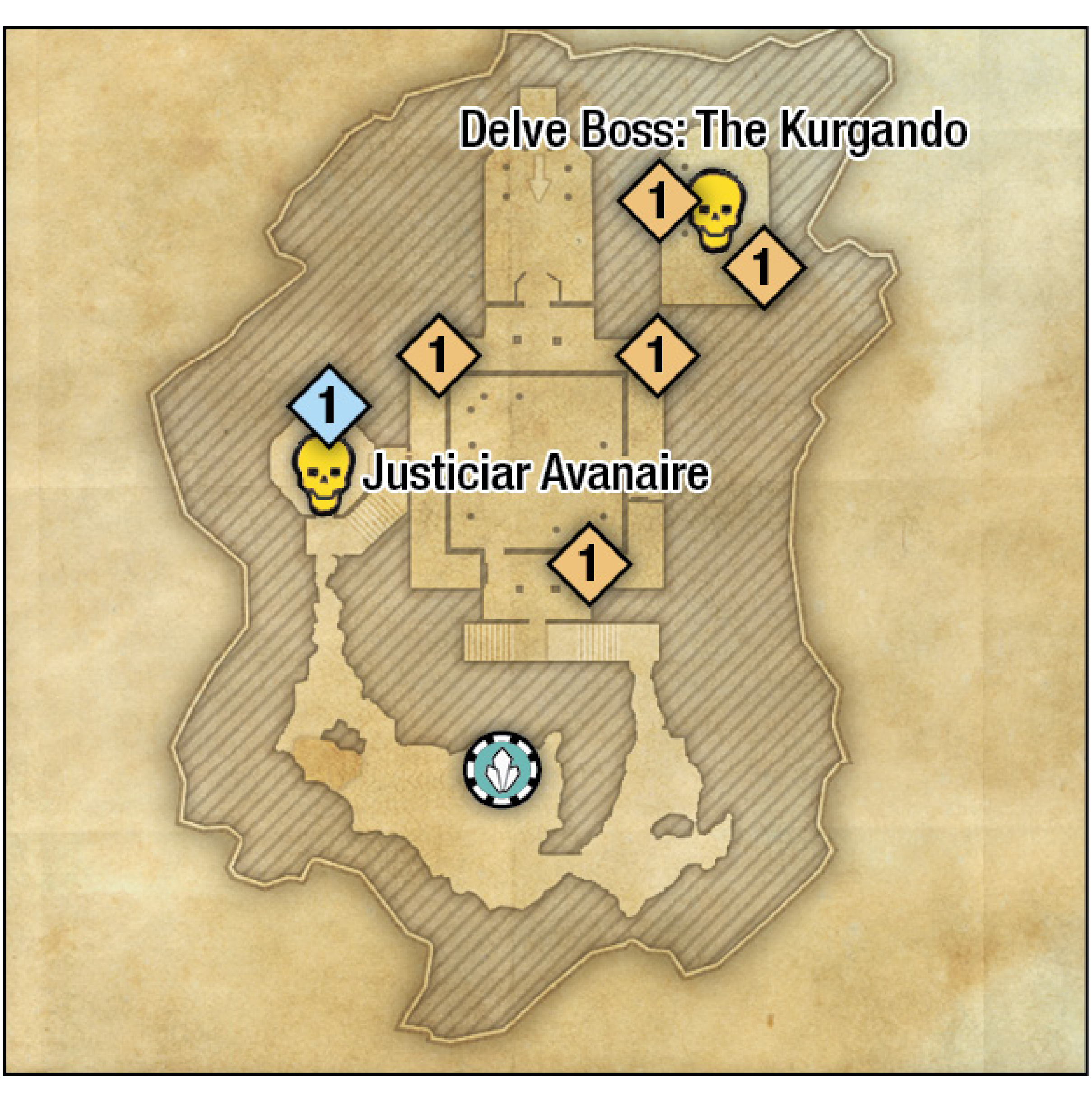
The Rose-of-Archon Blossoms are inside the circles in Archon's Grove. They are quite small and can be hard to spot without an objective marker pointing them out. Thankfully, there are a ton of them in Archon's Grove—you can barely take three steps without bumping into them. Simply inspect the area inside the first circle and you'll find more than enough without much of a fuss.

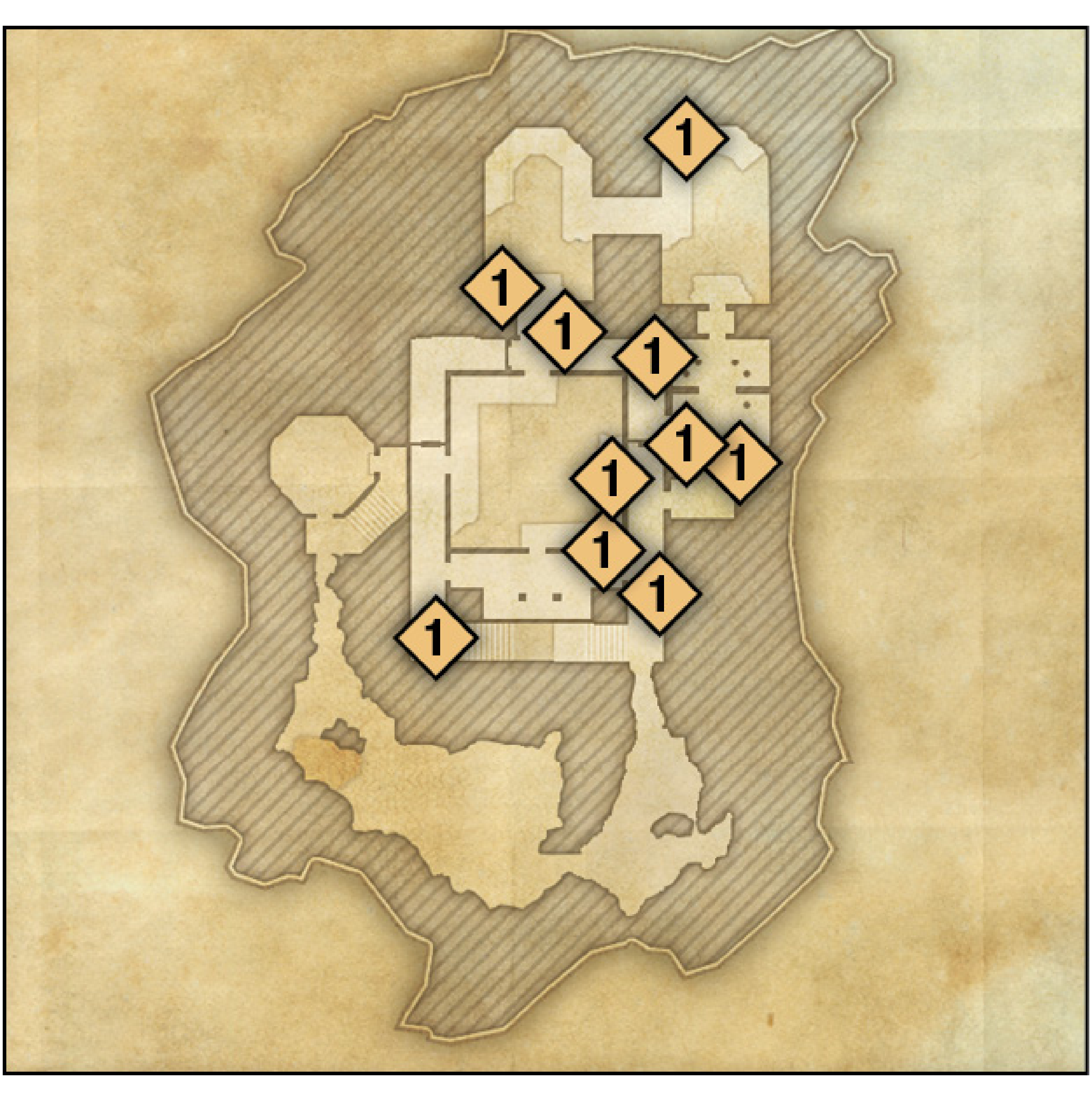


RETURN TO JUSTICIAR TANORIAN

Once you have all five blossoms, return to Tanorian to collect your reward: a Summerset Daily Recompense chest.

Tor-Hame-Khard





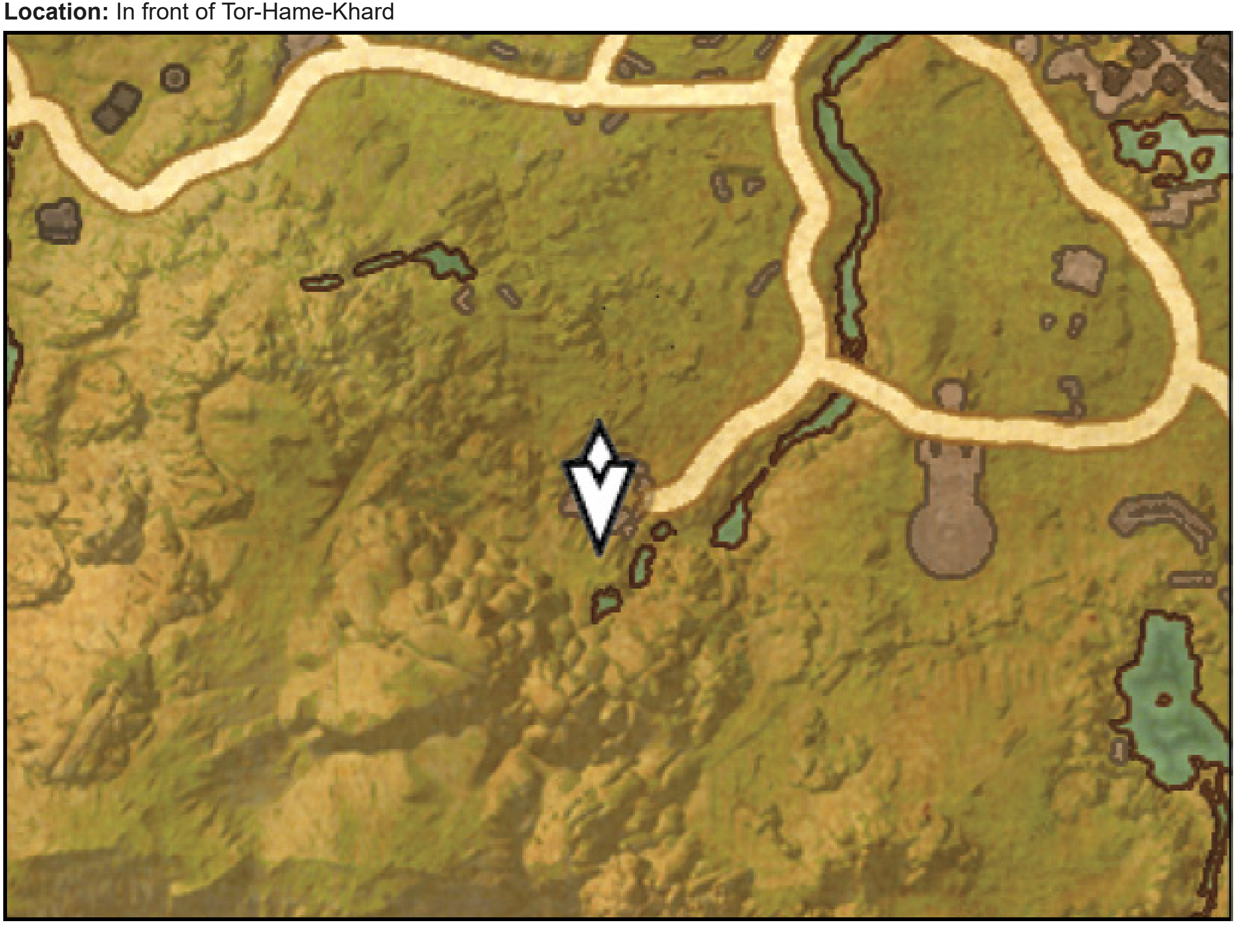
🔷	Pearls Before Traitors
🔶	Relic Run Around

DELVE BOSS: THE KURGANDO

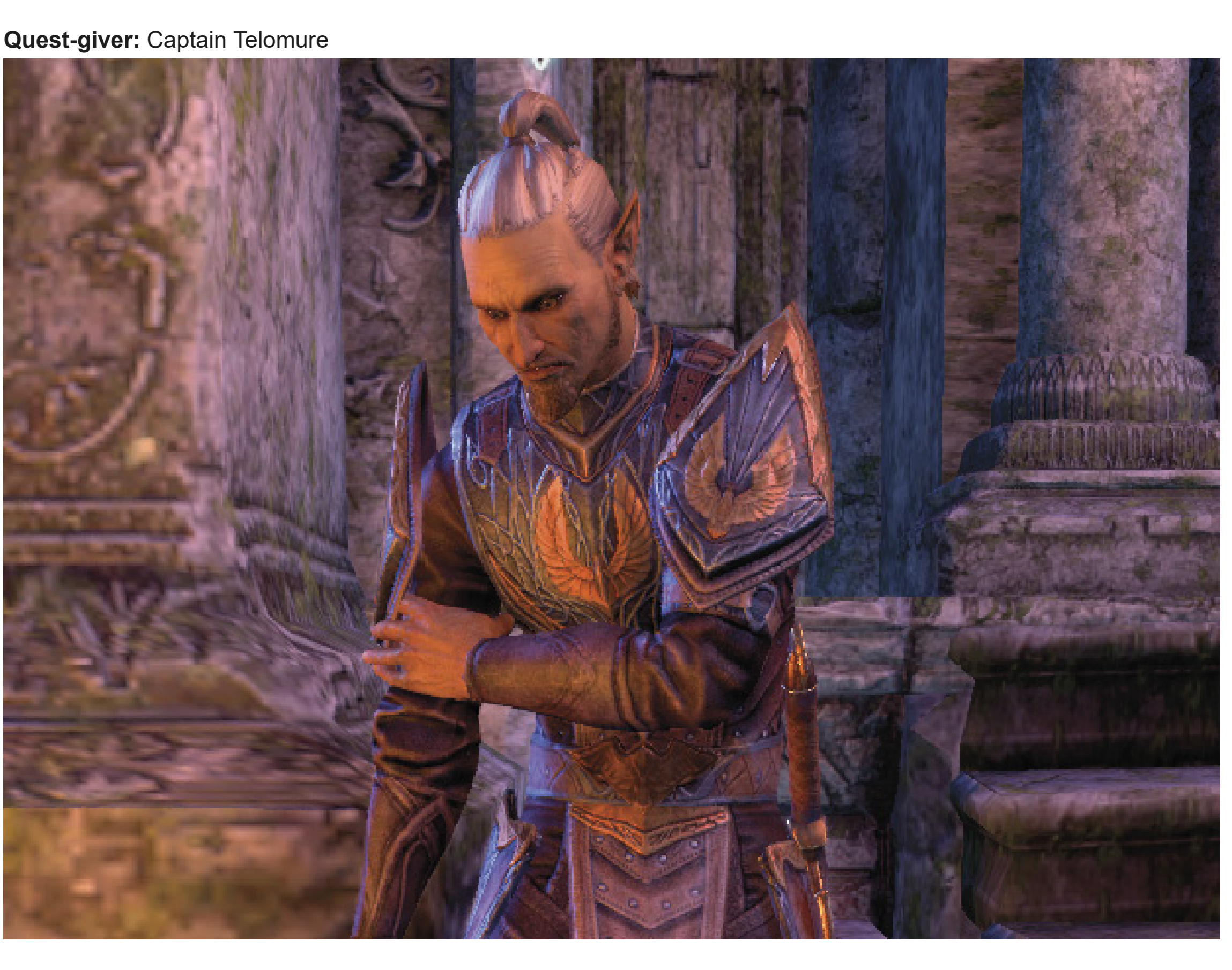
SKYSHARD

PEARLS BEFORE TRAITORS

- **Location:** In front of Tor-Hame-Khard



- **Quest-giver:** Captain Telomure



DESTROY THE PEARL

The pearl is on the delve's west side, but you'll have to make your way south, upstairs, and around to reach it.

Killing Justiciar Avanaire is optional, but she's standing right next to the Abyssal Pearl, so the likelihood of you being able to sneak in there undetected is pretty much zero.

JUSTICIAR AVANAIRE

Justiciar Avanaire is a ranged attacker. She'll spend most of her time peppering you with lightning from her staff—a basic attack that you can block without trouble. Occasionally, she'll shoot a lightning bolt into the air, which will come down near you and begin shooting lightning balls around the room. It's not hard to dodge this attack by itself, but it can be quite a nuisance when you're trying to fight Avanaire as well as avoid the attack. If you are unfortunate enough to get hit by one of the balls, you'll suffer a movement speed debuff for a short period of time.

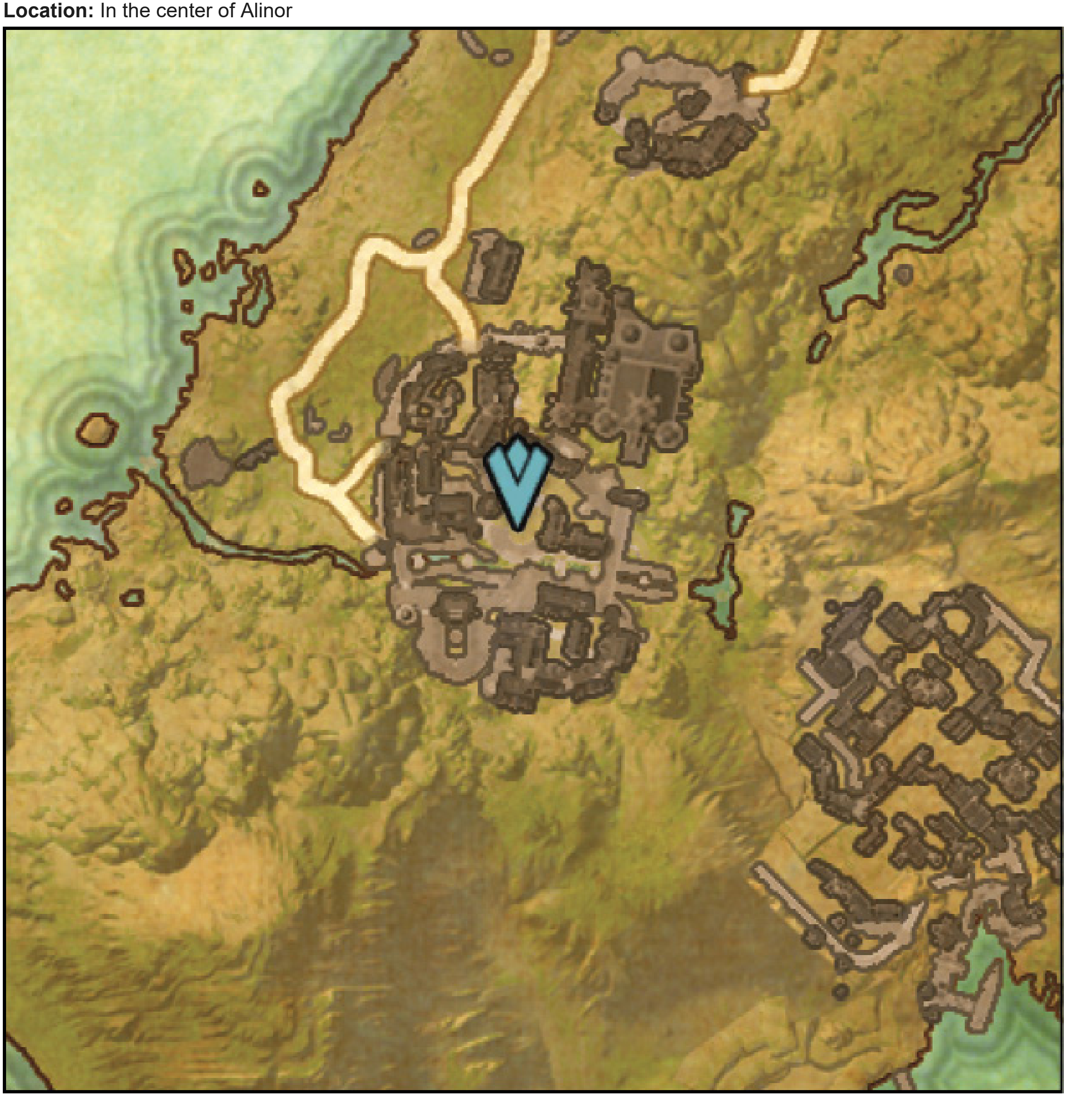
If Avanaire teleports, immediately start running. She'll appear near you and begin charging up a large lightning AoE. There will be plenty of time to escape this attack if you're alert, which is good, because it's a heavy hit to take.

If Avanaire's health gets low enough, she'll absorb the energy of a dead body in the room to fill some of it back up. There's no way to prevent her from doing this, so it really comes down to killing her quickly and being aggressive.

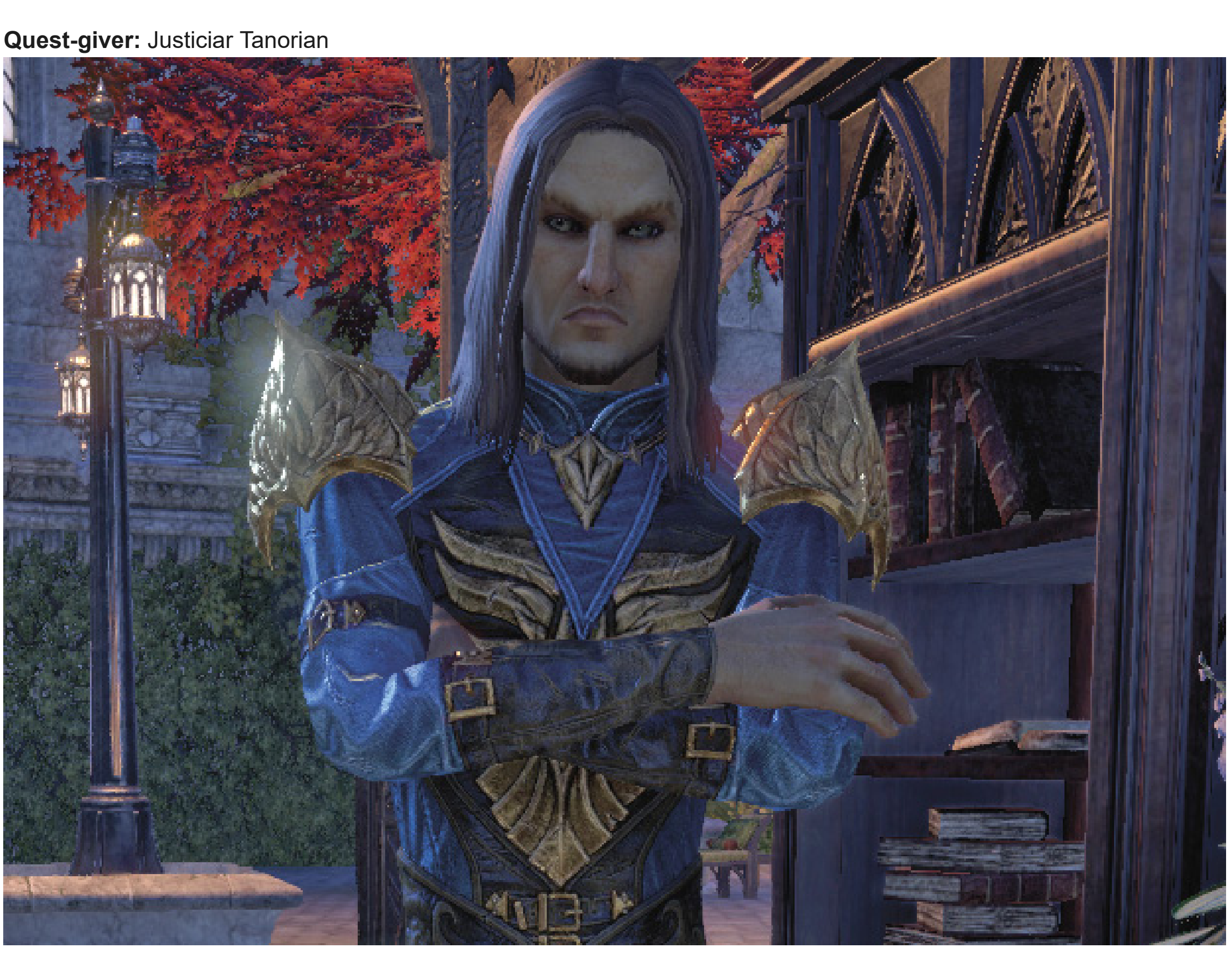
Once you defeat her, destroy the pearl and head back to Captain Telomure to complete the quest.

RELIC RUN AROUND (DAILY)

- **Location:** In the center of Alinor



- **Quest-giver:** Justiciar Tanorian



RECOVER STOLEN RELICS

You'll need to recover three relics from reliquaries scattered around the first and second floor of the delve. These are plentiful and it won't take much time or effort to find the three you need. Just look for the objective markers as you near a reliquary and you'll be good to go.

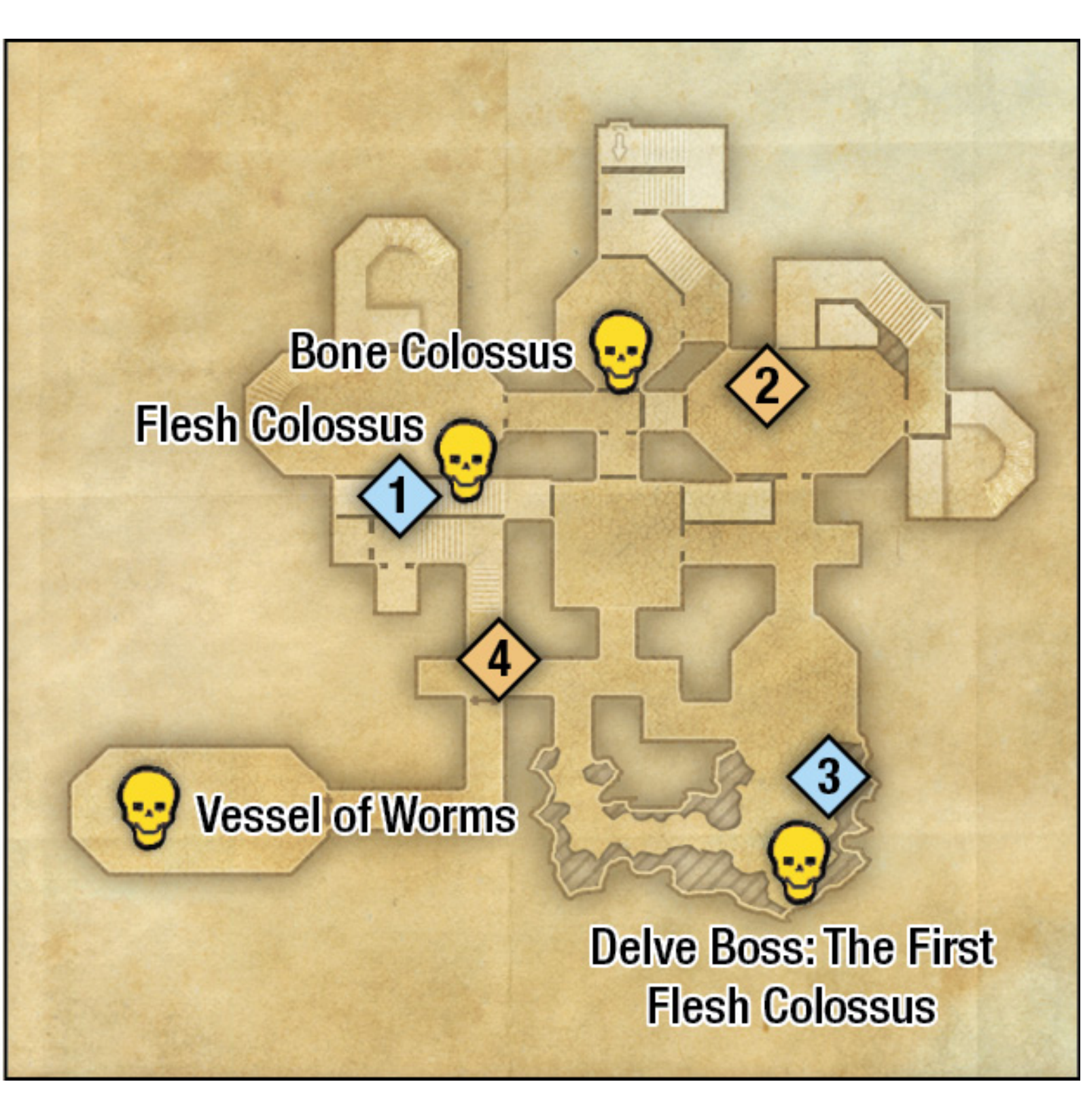
COLLECT SAGACIANS' PLANS

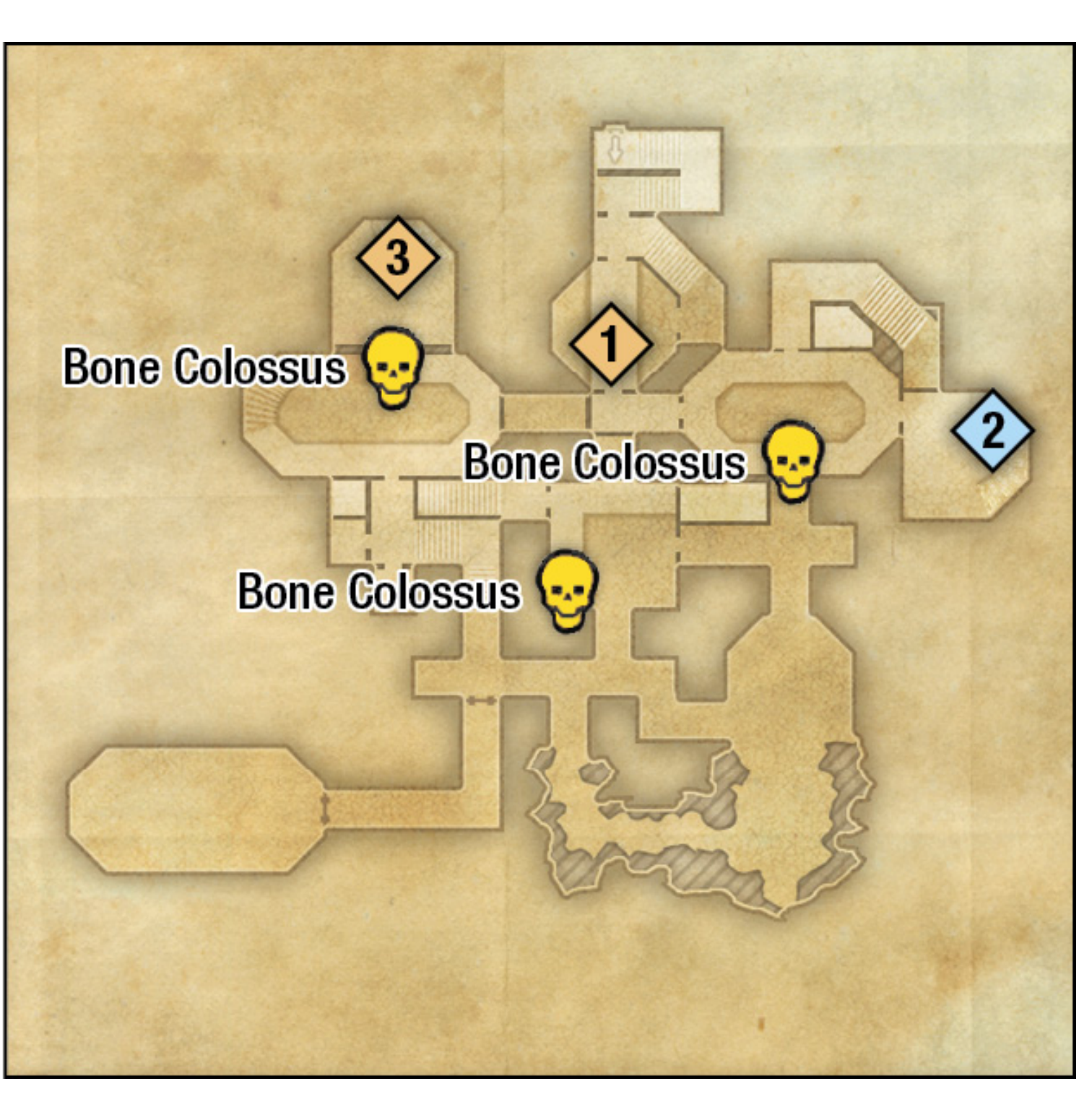
The Sagacians' Plans can be found as loot on Sagacians' you defeat throughout the delve. This place is packed with these enemies, so it won't take any time at all to gather all five plans.

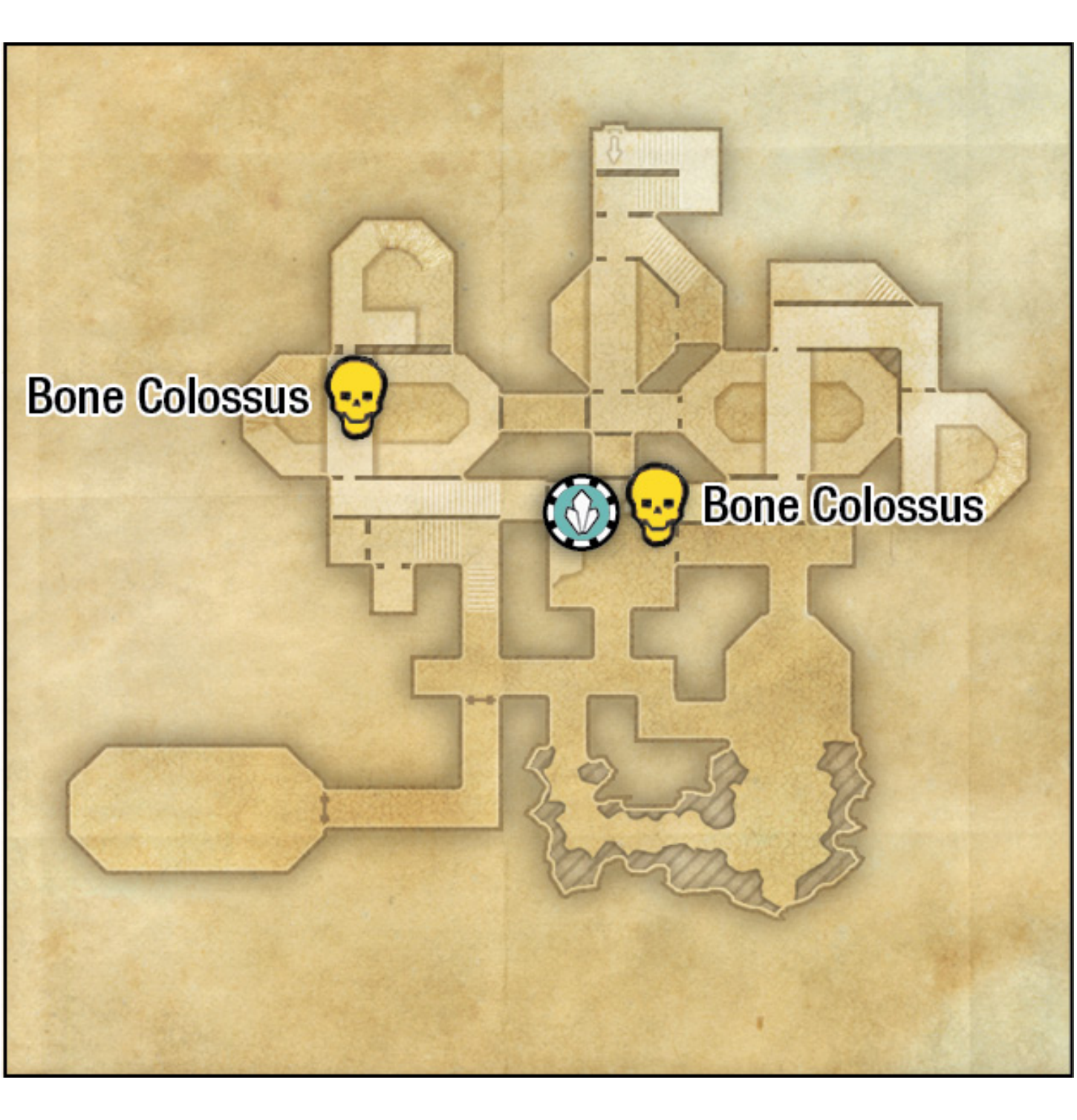
RETURN TO JUSTICIAR TANORIAN

Once you have all the plans and relics, head back to Justiciar Tanorian to collect your reward: a shiny new Summerset Daily Recompense.

Traitor's Vault



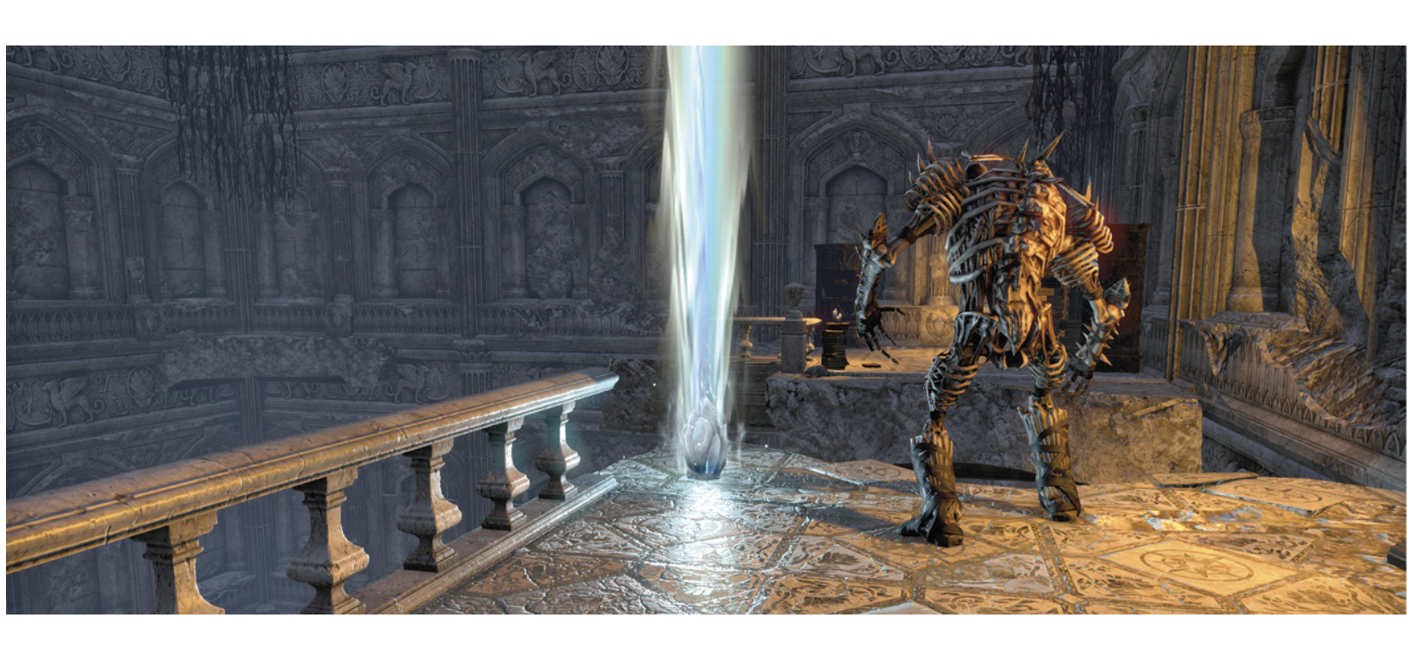




🔷	Struck From Memory
🔶	Half-Formed Understandings

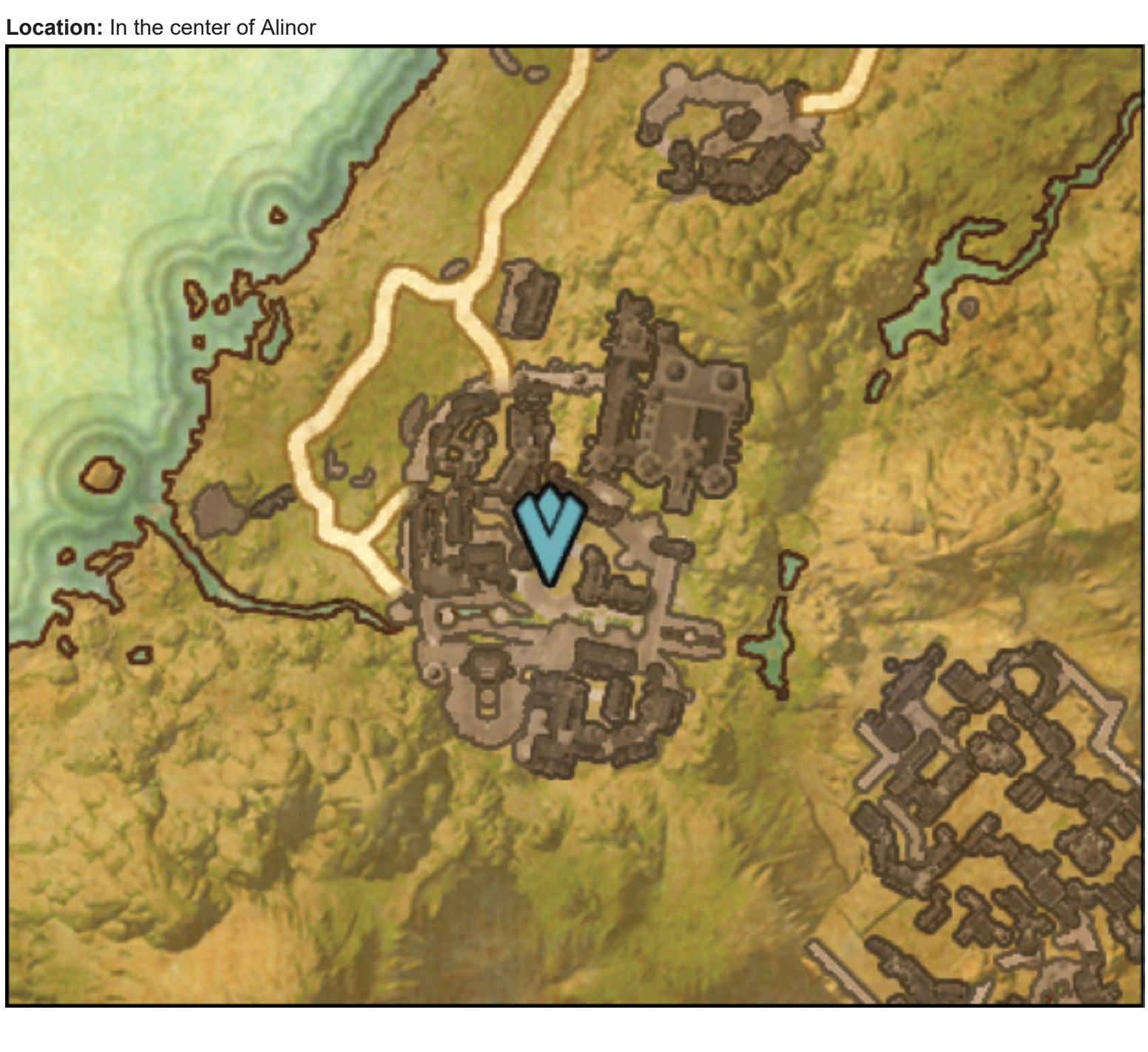
DELVE BOSS: THE FIRST FLESH COLOSSUS

SKYSHARD

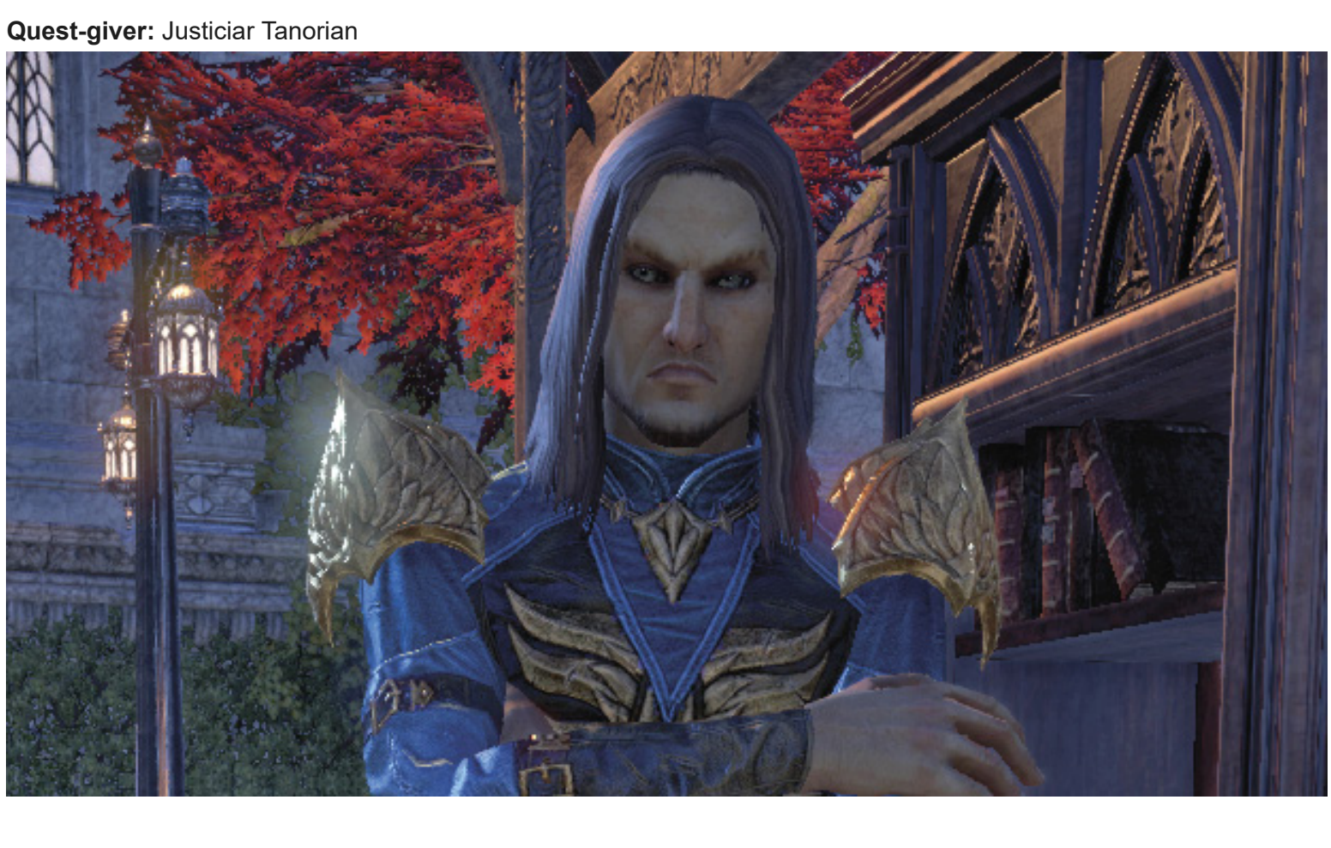


STRUCK FROM MEMORY (DAILY)

- **Location:** In the center of Alinor



- **Quest-giver:** Justiciar Tanorian



Description: Justiciar Tanorian has reports about the rise of sales of Worm Cult tomes. He wants you to help a colleague of his dispose of them.

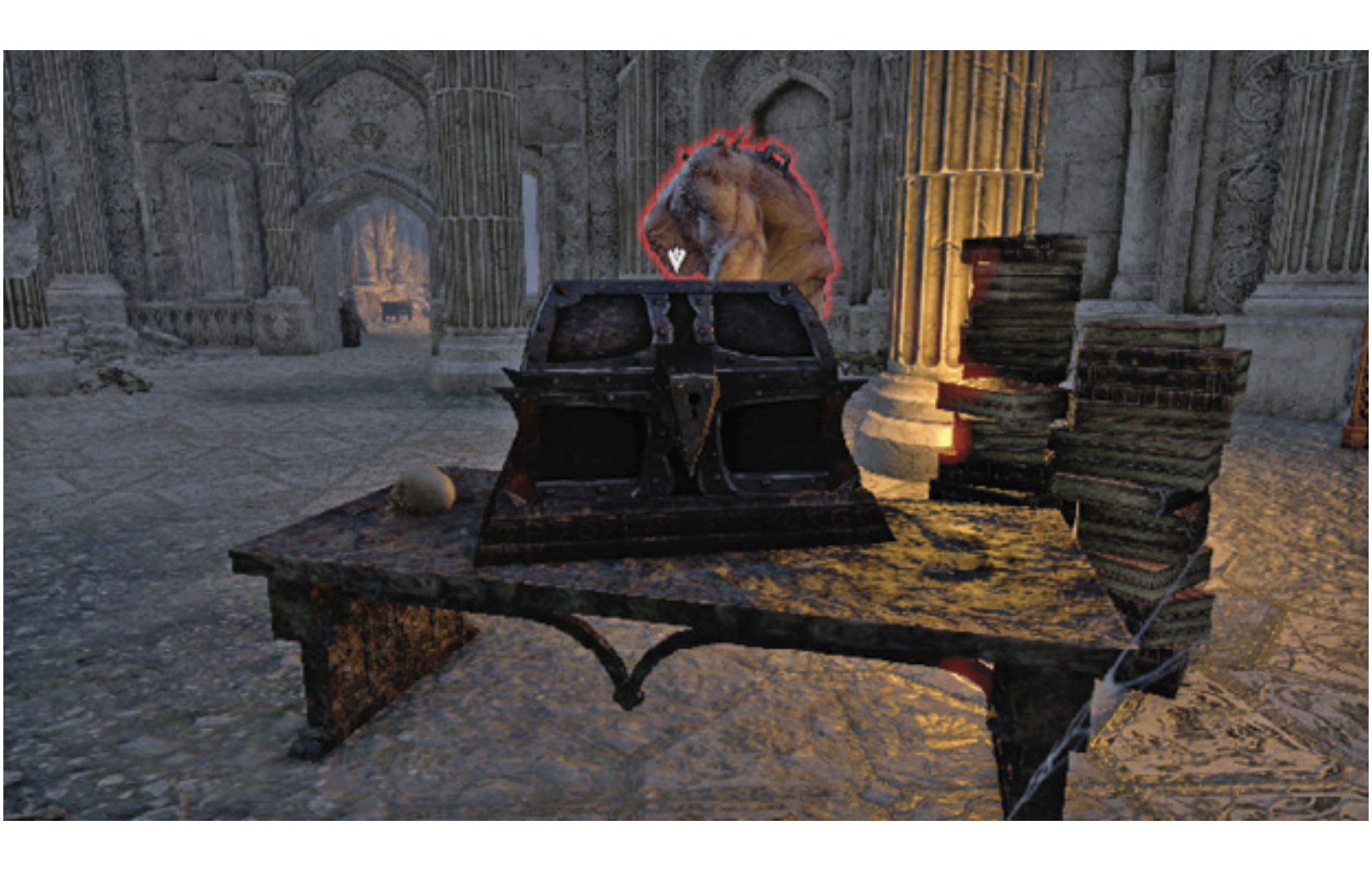
TALK TO ESULO

Head to the Golden Gryphon near Alinor's northwestern gate and speak with Esulo at the bar. Esulo will hand you the books with instructions on how to seal them. Teleport to Artaeum and head into the Traitor's Vault.

SEAL AWAY THE FORBIDDEN TOMES

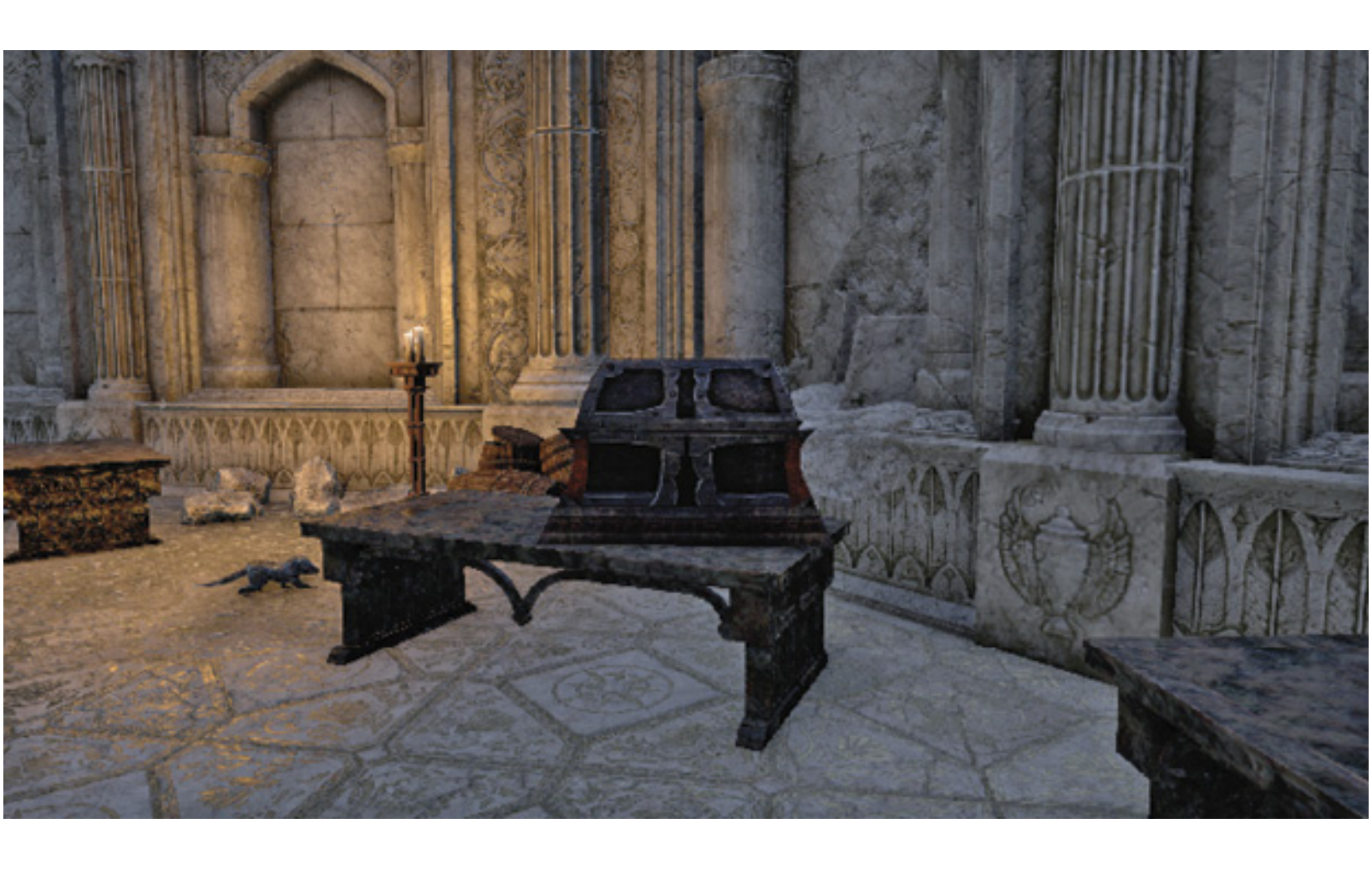
You'll need to use the Worm King's Chests around the Traitor's Vault to seal the tomes.

The first chest is located in the same room as the Flesh Colossus. Sneak into the room and work your way around its north side to prevent the enemy from detecting you. Once you reach the chest, stop as soon as you're given the option to interact with it. If you go any farther, the Flesh Colossus will detect you. This isn't a huge problem, however, since you can use the chest and get out before the Flesh Colossus actually becomes hostile, but you'll need to be very fast.

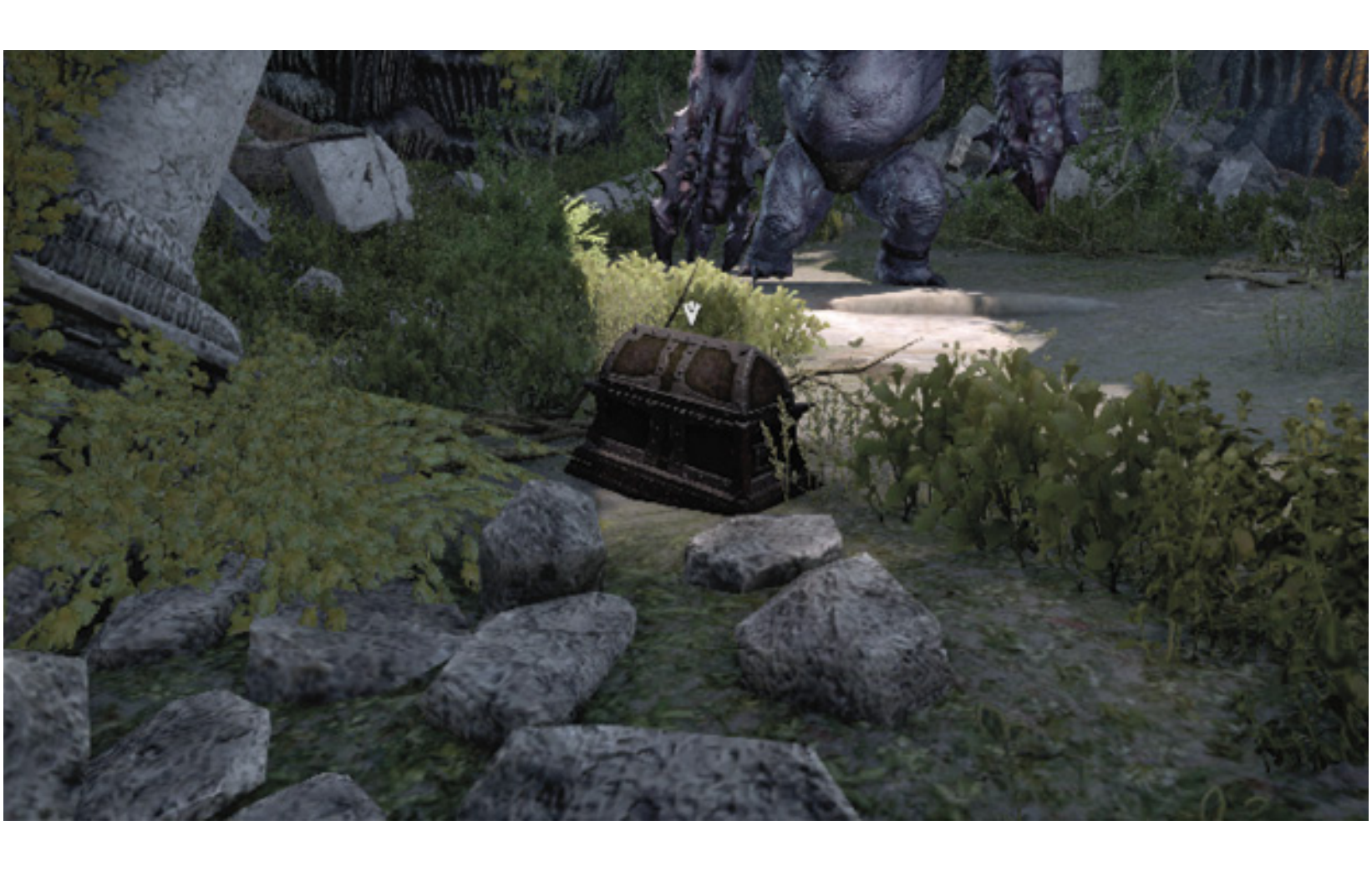


If the Flesh Colossus does become hostile, you can stand your ground or flee through the door you came in. It will give up the chase after you put a little bit of distance between you and it.

You'll find the second chest on the east side of the second floor. Reach this location by backtracking to the entrance of the Traitor's Vault, then crossing the bridge directly south of it. From here you can easily follow your map to make it to the next chest.



From here, you can jump off the balcony in the room to the east and make your way south to reach the final chest. This chest is positioned directly in front of the delve's boss. There's no avoiding drawing attention from it. As soon as you go to activate the chest, it will become hostile. Again, you can fight it, or you can bolt out the door you came. This boss has a very short leash and won't follow you if you exit the room.

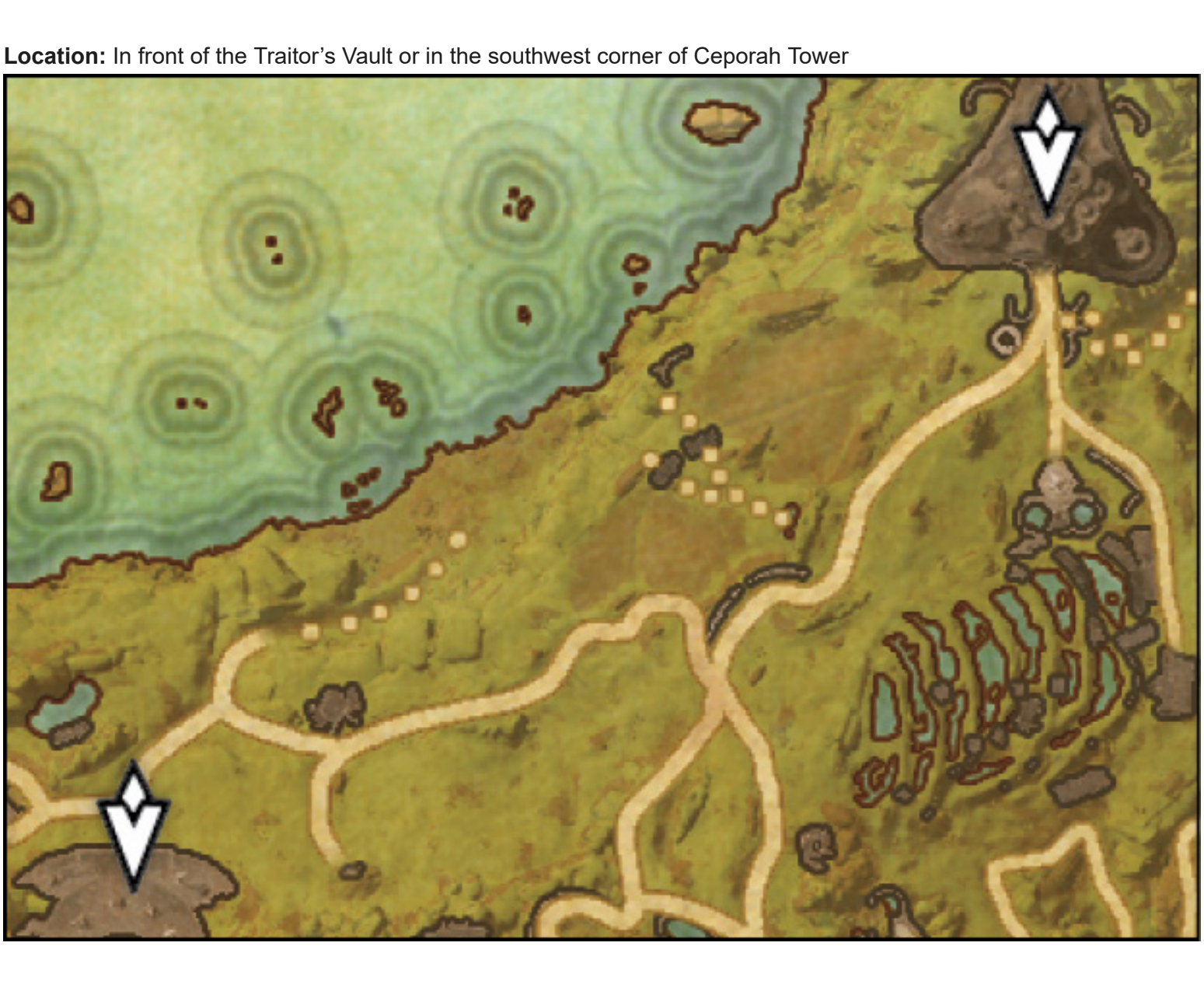


RETURN TO JUSTICIAR TANORIAN

From here, you can just teleport back to Summerset. With all three tomes sealed, you need only speak with Tanorian to complete the quest.

HALF-FORMED UNDERSTANDINGS

- **Location:** In front of the Traitor's Vault or in the southwest corner of Ceporah Tower

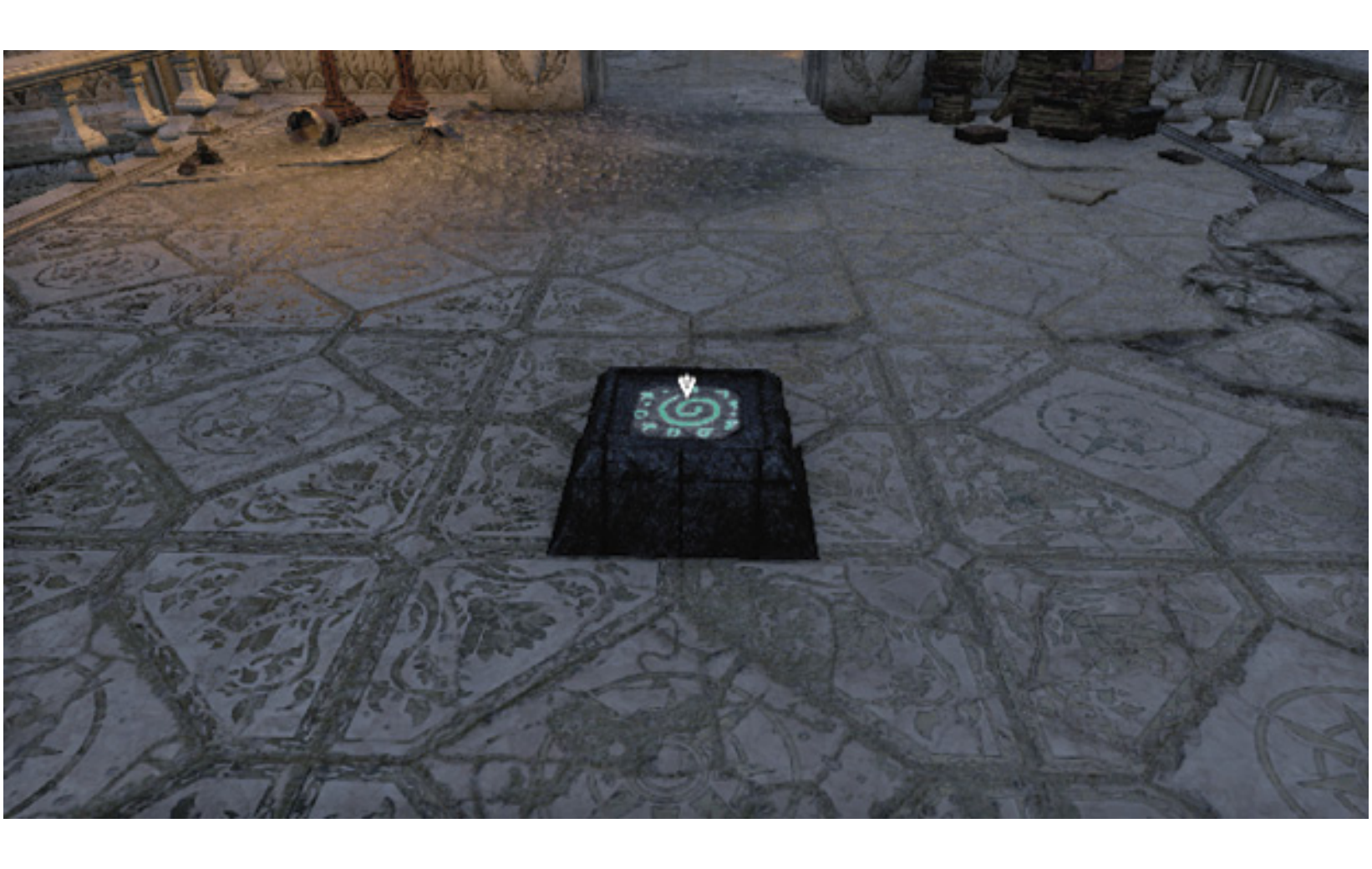


- **Quest-giver:** Ulliceta gra-Kogg or Cinucil

Description: Ulliceta is curious—maybe too curious. The Traitor's Vault was closed very suddenly and without explanation and Ulliceta wants to know why. She has an item called the Eye of Remembrance, which she hopes will reveal secrets long thought locked away. Help her search the delve and report any secrets you find back to her.

FIND THE FIRST LIBRARY PEDESTAL

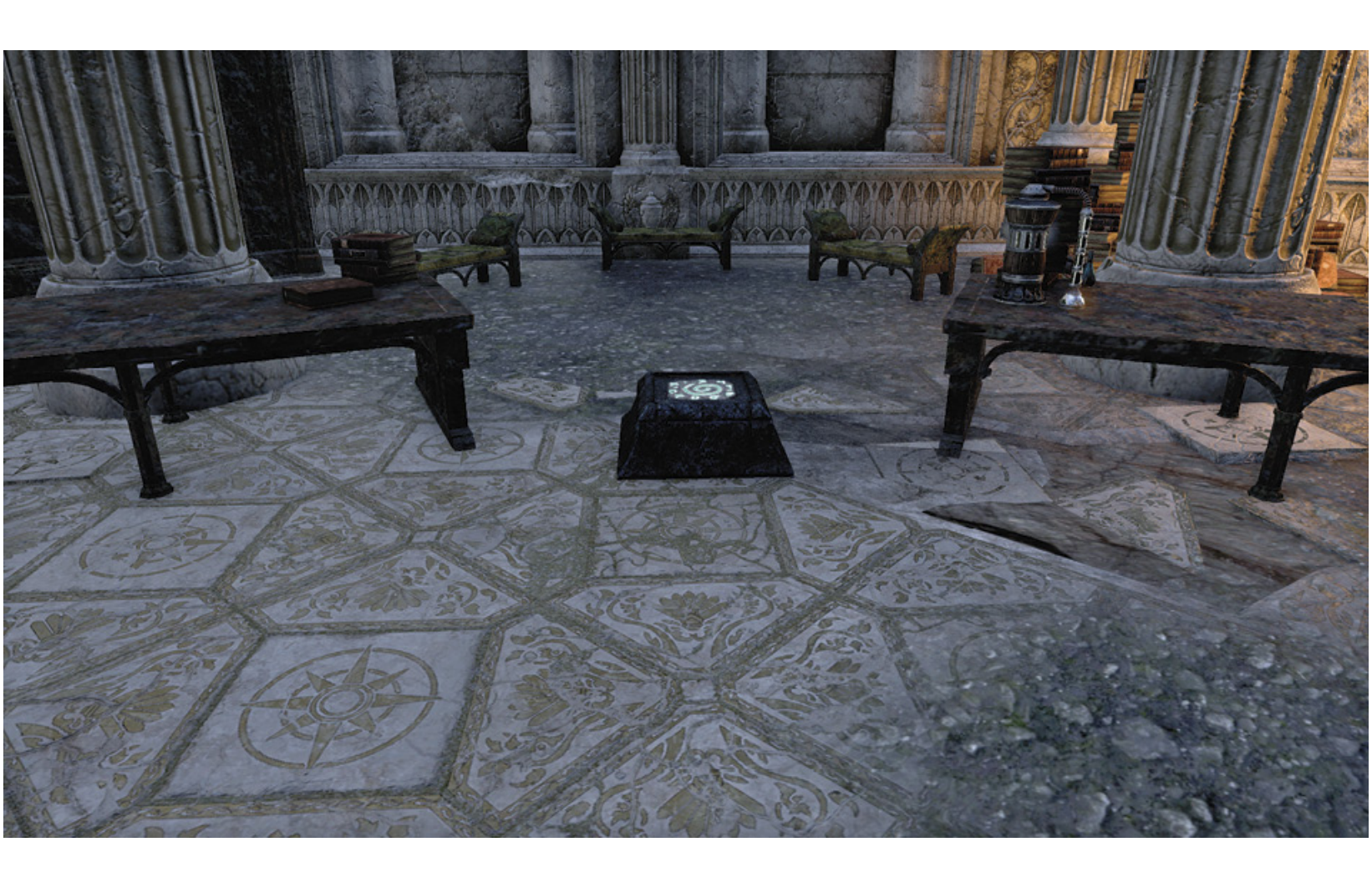
Part of Ulliceta's quest to unlock the Vault's mysteries requires someone to find and activate several pedestals inside the ruins. That someone just so happens to be you.



You'll find the first pedestal on a bridge on the second floor. It's a short distance from the entrance to the delve, so it's hard to miss. Once you reach it, use the Eye of Remembrance on it.

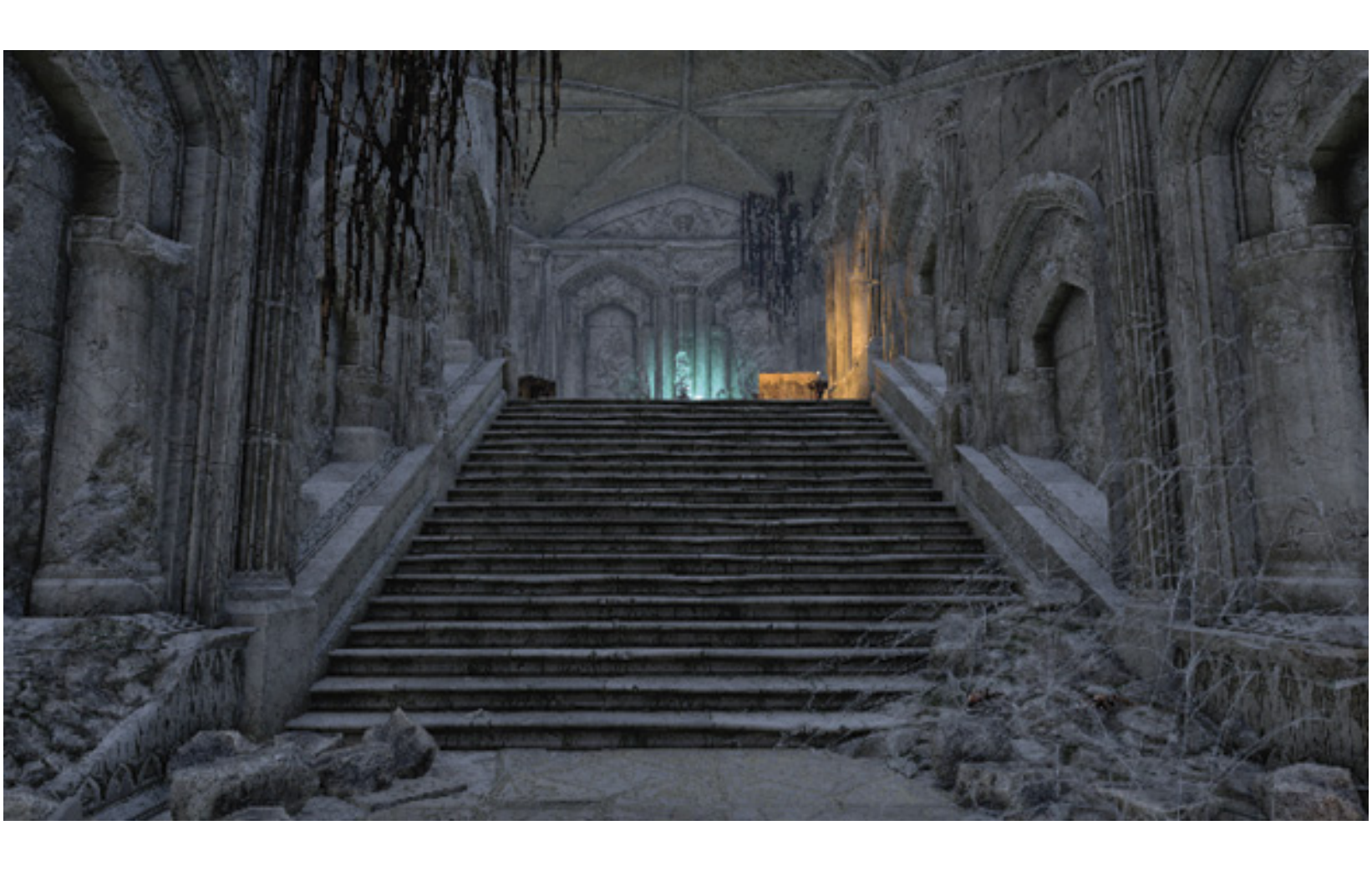
FIND THE SECOND PEDESTAL

The next pedestal isn't far from the first one, but it can be tough to reach. Head through the door ahead of the first pedestal and through the hall until you reach a walkway surrounding a lower floor. You can jump off this walkway into the room below to reach the pedestal quickly, but be extremely careful. This place is loaded with Bone Colossus and one of them happens to be patrolling the very walkway you're trying to jump from. Make sure to peek to the right before entering the walkway. Once the coast is clear, make your jump.

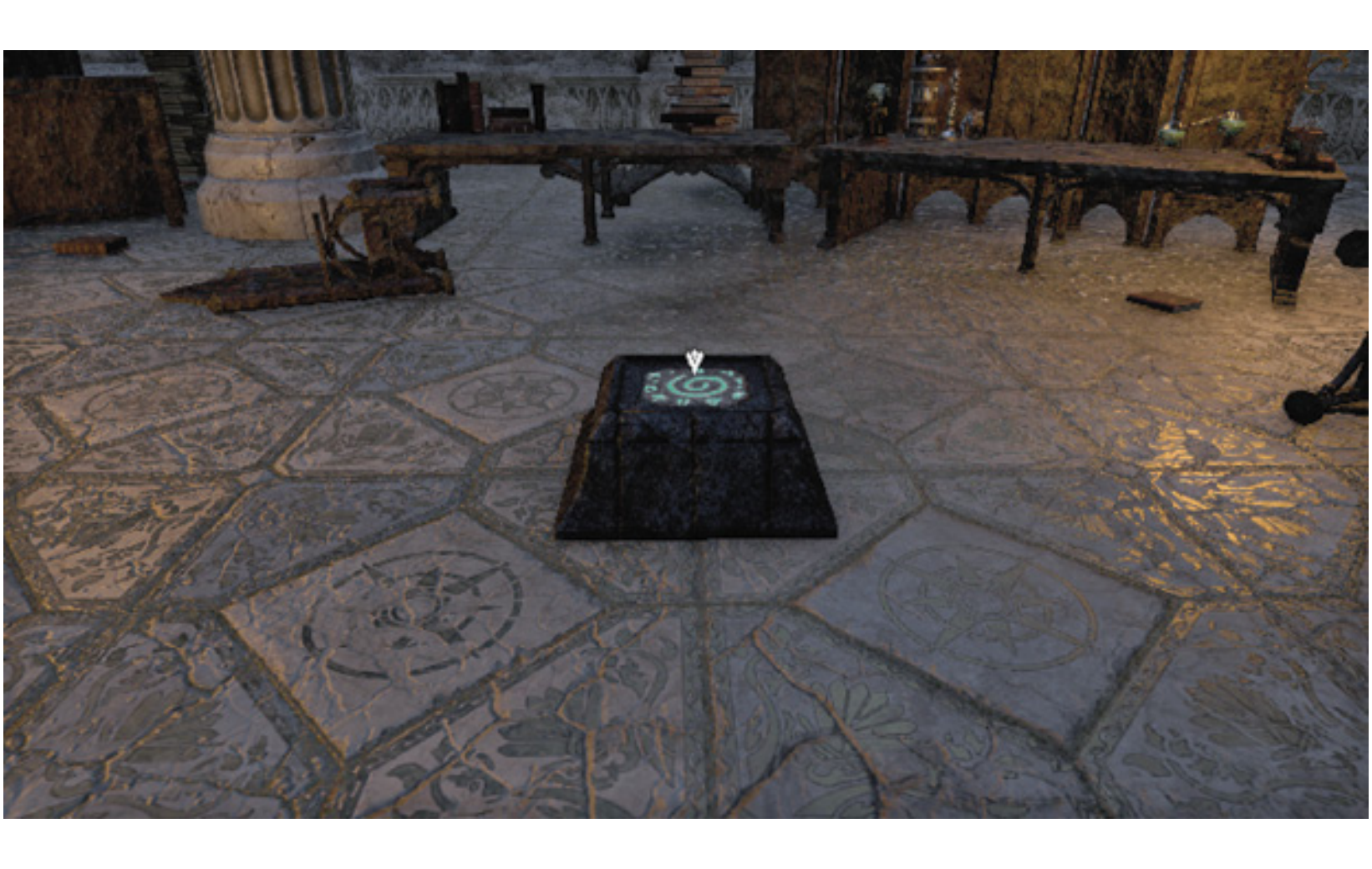


FIND THE NEXT PEDESTAL

This next pedestal can be a real pain to reach. The Traitor's Vault is packed with elite enemies, and we don't just mean Bone Colossi. If you decide to wing it, you're at a real risk of running into not only a Bone Colossi or two, but also other horrors that lay hidden in this near-crypt. We've made a path that will give you the least resistance, but ultimately it's up to you to follow it.

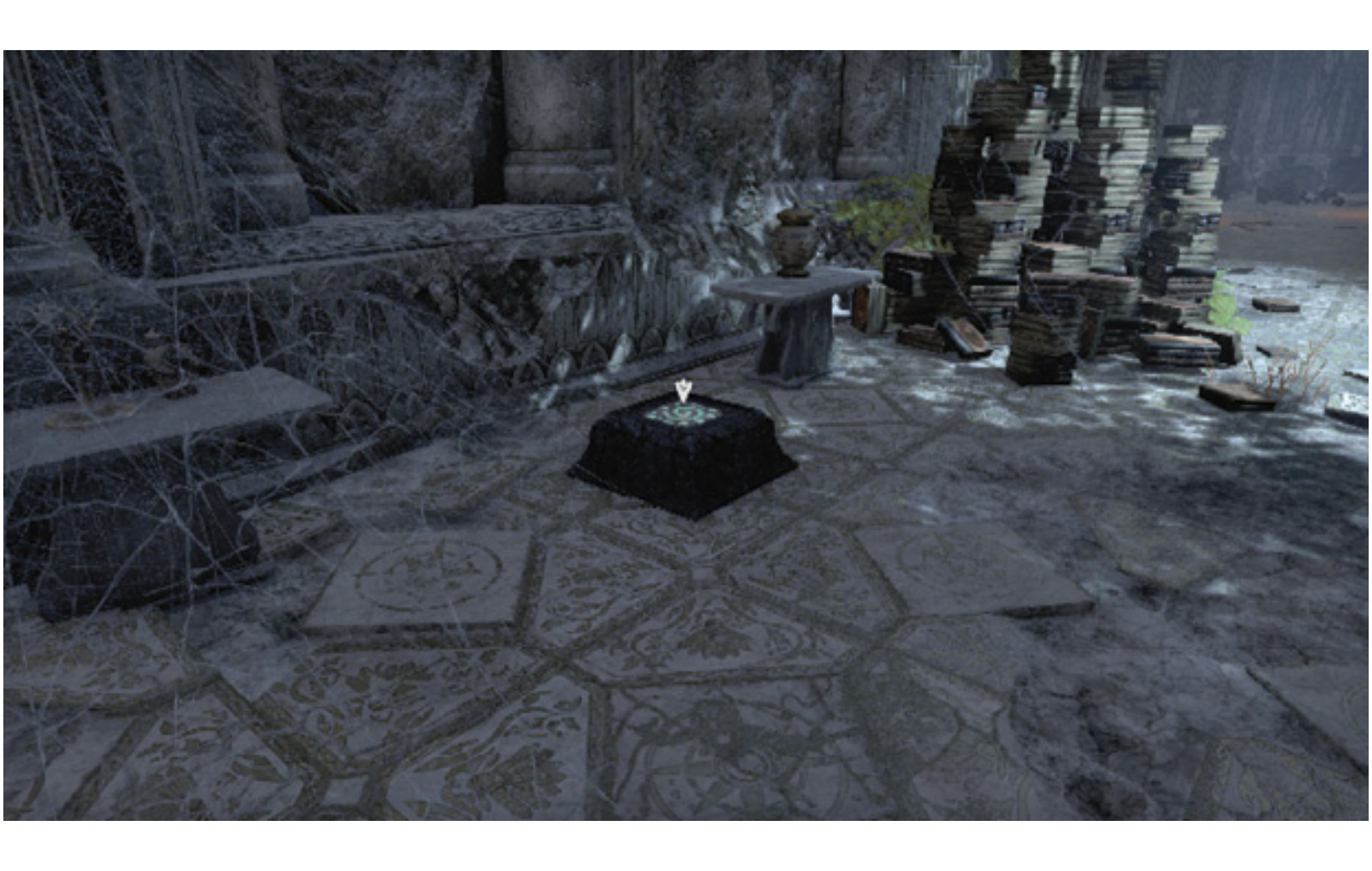


Head through the door on the room's south side, then take the next right. Turn left, followed by a right, then another right and head up the stairs. Turn right at the top of the stairs, and follow the walkway counterclockwise. The pedestal is ahead, but you'll have to either fight or sneak past the Bone Colossus to reach it. We suggest sneaking, as it's pretty easy to get away with.



FIND THE PEDESTAL ON THE FIRST FLOOR

Thankfully, this pedestal is actually rather close and easy to reach. Just backtrack around the walkway, taking care to sneak past the Bone Colossus just outside the room. Once you're in the room on the walkway's other side, make your first left and head down the stairs to find the next pedestal.



ENTER MANNIMARCO'S SECRET CHAMBER

After watching the scene play out, enter the sealed hall door next to the pedestal. Head to the west side of the secret chamber. The Vessel of Worms, a particularly mean Bone Colossus, attacks you.

THE VESSEL OF WORMS

The Vessel of Worms doesn't have a ton of moves, but the one it uses almost constantly makes this fight a lot more challenging. It will produce a near-endless supply of Risen Dead in groups of three to fight for it. To make matters worse, after 30 to 60 seconds, they'll self-destruct, running up to you and pausing while an AoE circle surrounds them. Mere seconds after all of the Risen Dead have been cleared, the Vessel of Worms will summon three more. While these things can be killed with little effort, your best bet is to pace yourself. Knock out two of them and leave the third one alive. So long as one is on the field, Vessel won't summon new ones. Just be careful not to get caught in its self-destruction blast.

The Vessel of Worms will pepper you with spectral fire balls for most of the fight, but the one other move it will hit you with comes after it raises its spectral fire-engulfed hands into the air. It will slam the ground and cause three fireballs to move slowly along the ground in a splitting pattern. They are easily avoided if you're a good distance away. If you're keeping a watchful eye on Vessel, you'll see the attack telegraphed well before it comes out. Just back off or get behind Vessel to avoid it. Their AoE is large enough that you won't be able to dodge between them until they are a good distance away from their source.

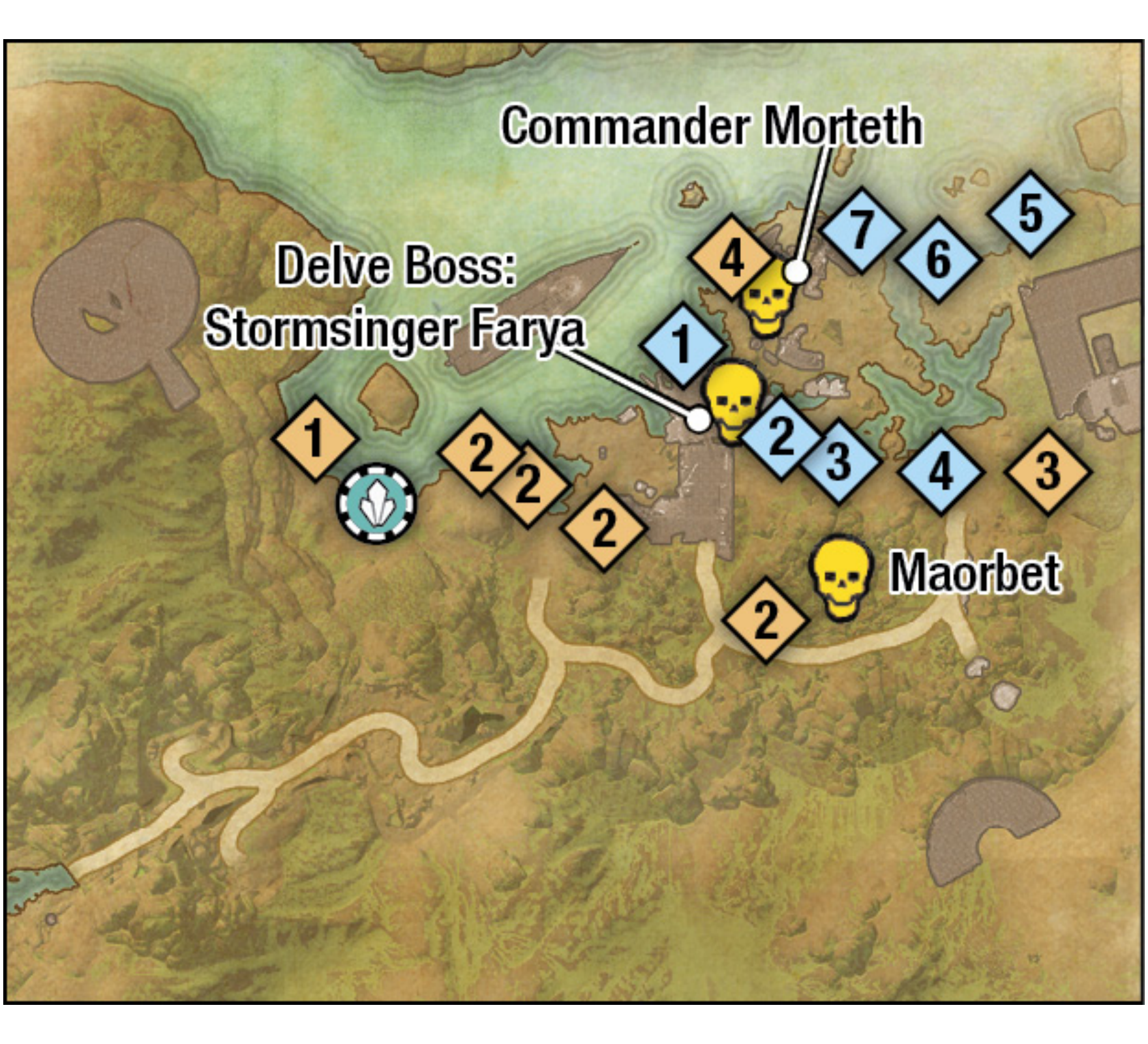
TALK TO ULLICETA

Once you defeat the Vessel of Worms, leave the Traitor's Vault and speak with Ulliceta at its entrance. We highly suggest you teleport to Artaeum's singular wayshrine and just walk back on foot. The Vessel of Worms may be dead, but the Traitor's Vault is still packed with dangerous enemies.

The quest will wrap up after you speak with Ulliceta.

Delves

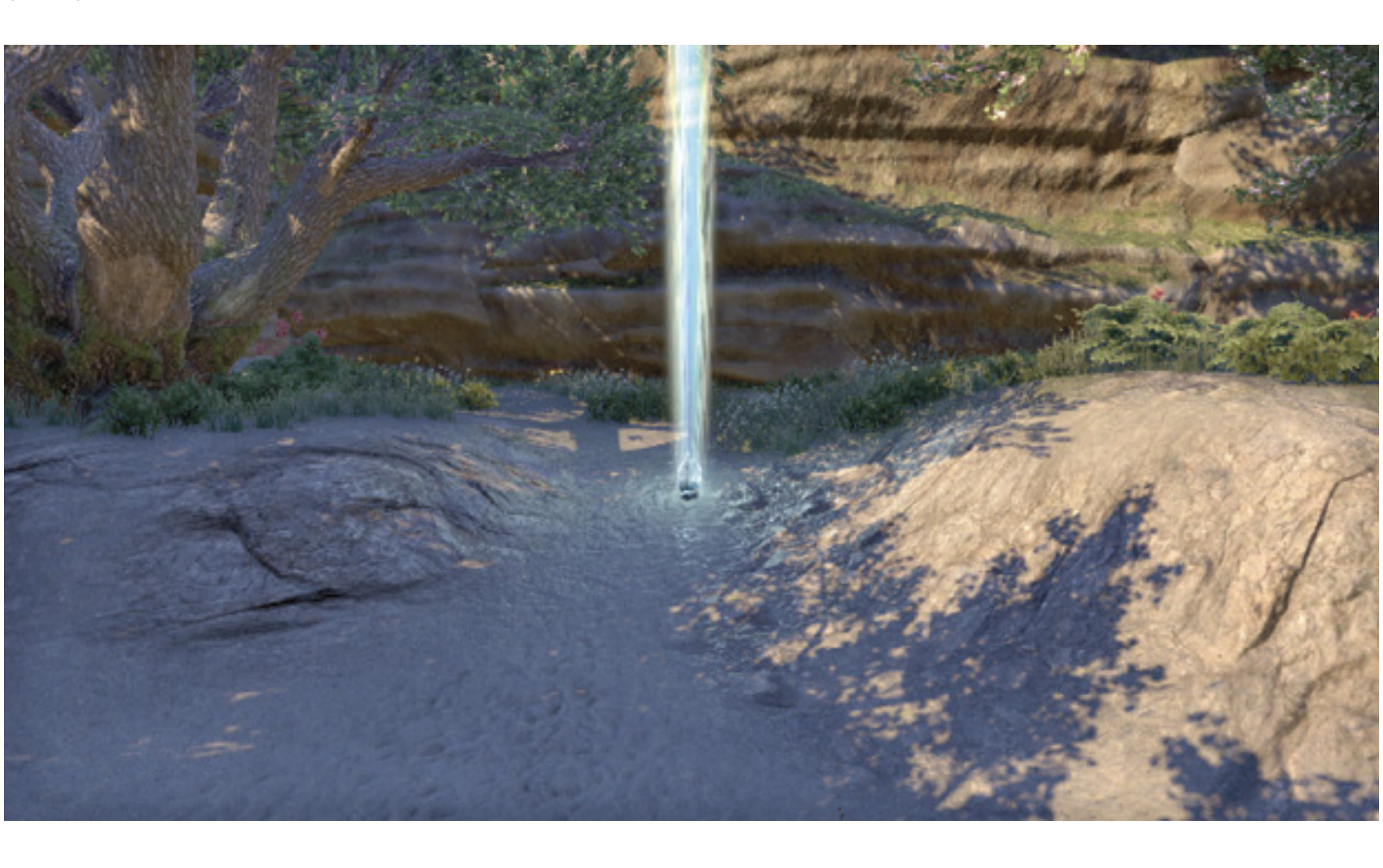
Wasten Coraldale



🔷	Culling Serpents
🔶	Lost at Sea

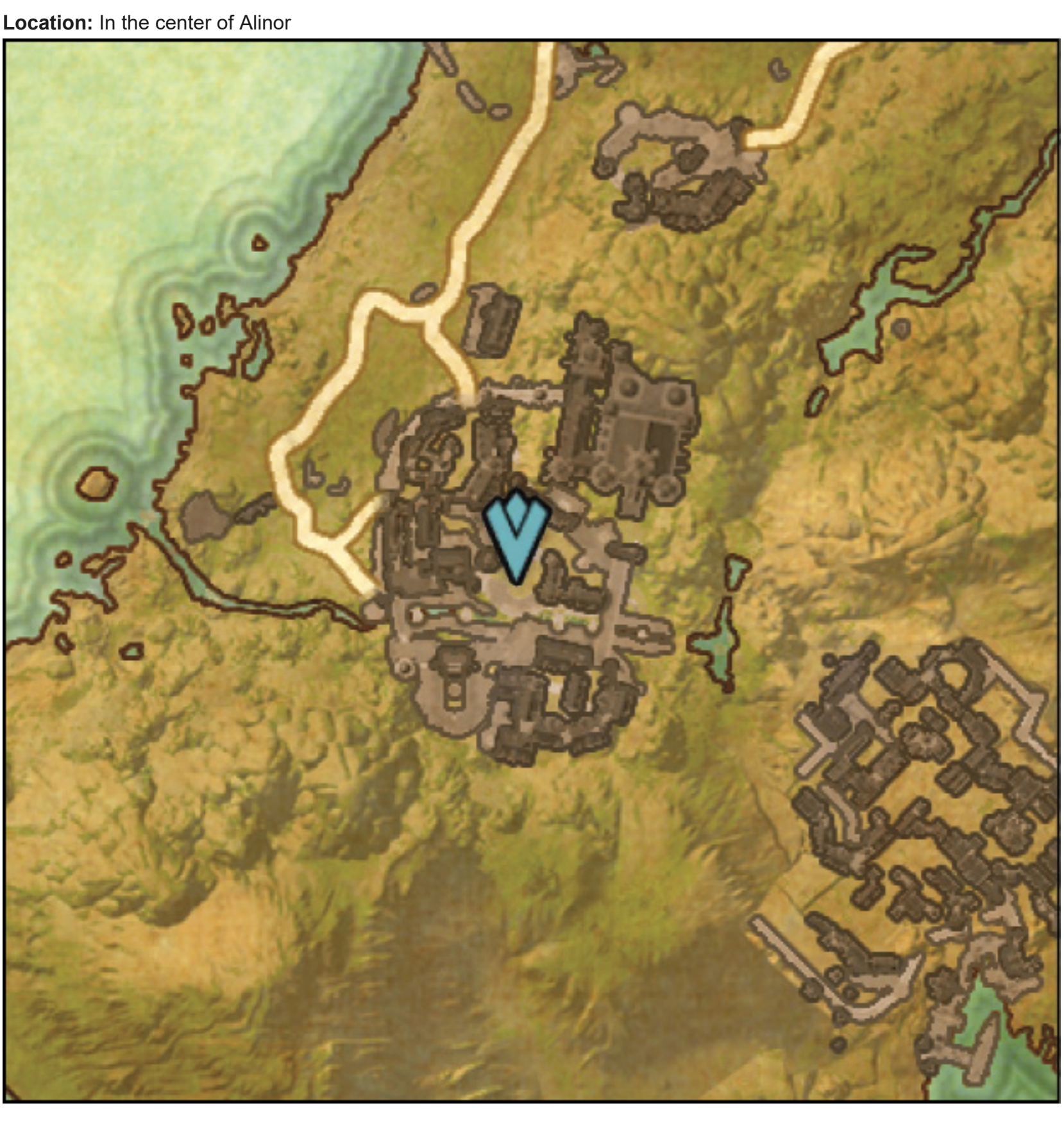
DELVE BOSS: STORMSINGER FARYA

SKYSHARD

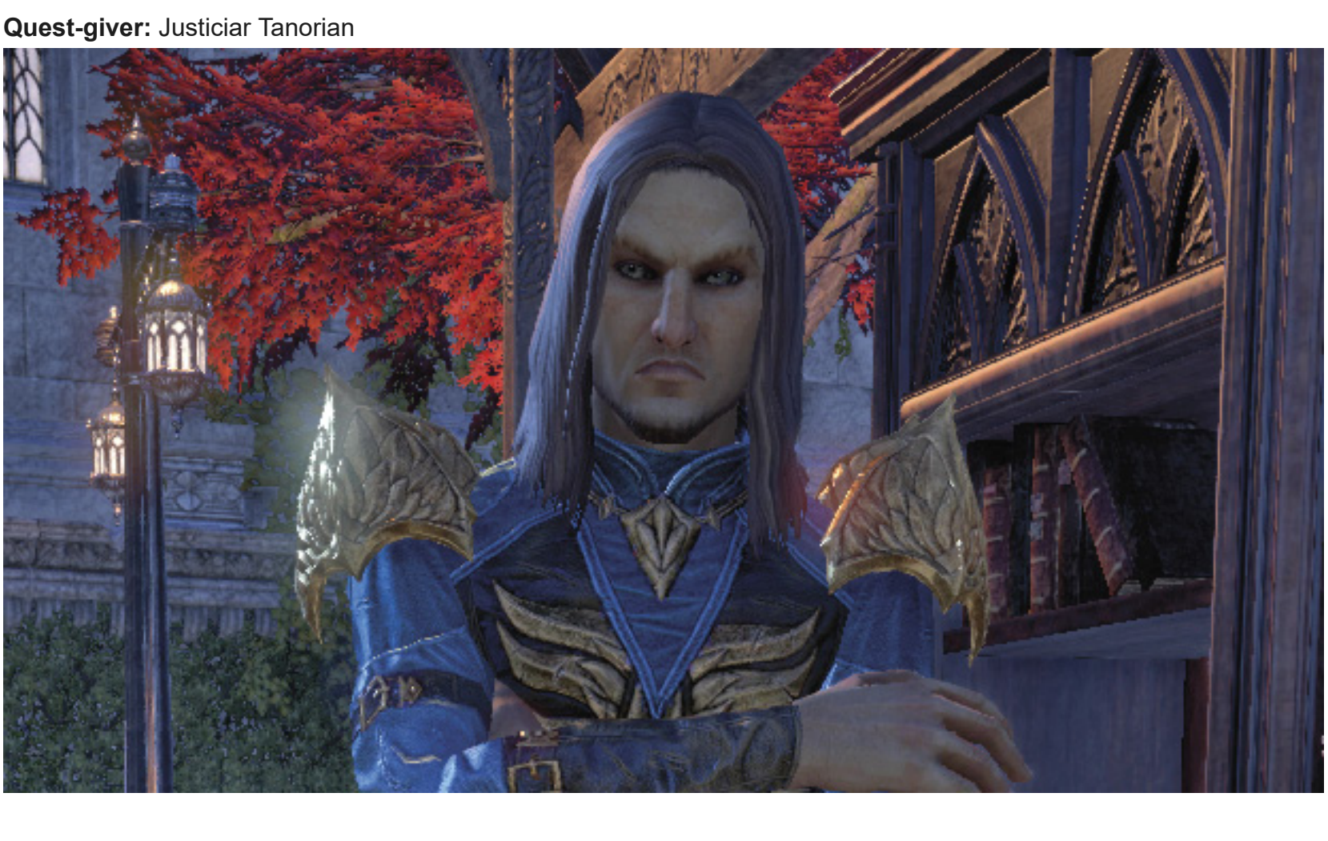


CULLING SERPENTS (DAILY)

- **Location:** In the center of Alinor



- **Quest-giver:** Justiciar Tanorian



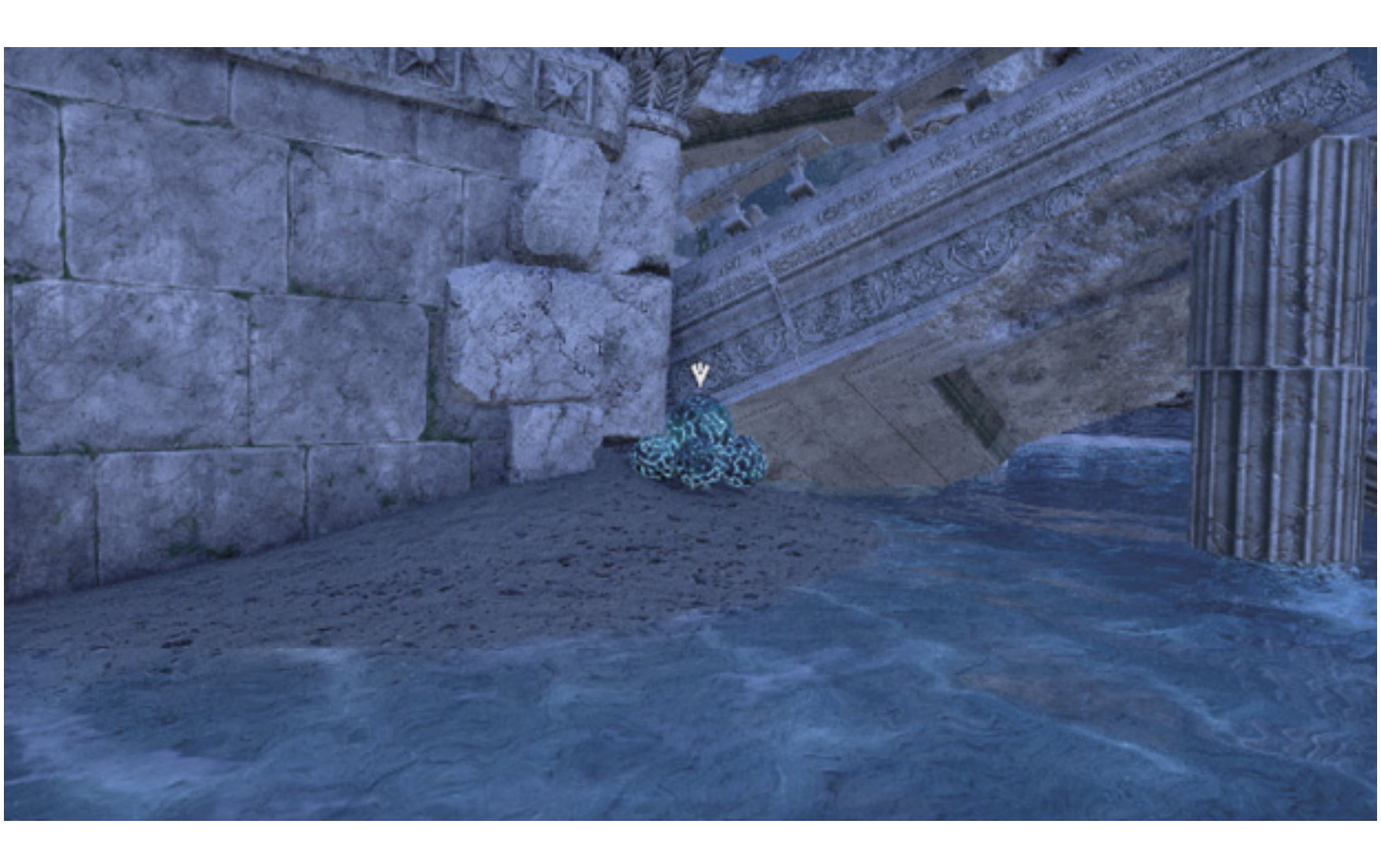
Description: Wasten Coraldale has a bit of a winged serpent problem, and the only way to handle it is to go in and kick them out. While this may feel like great work better left to a less-experienced adventurer, Justiciar Tanorian will reward you well for your efforts.

DESTROY REEF VIPER NESTS

You can find all seven Reef Viper nests on the delve's east side. Refer to the Wasten Coraldale map for the locations of each nest.

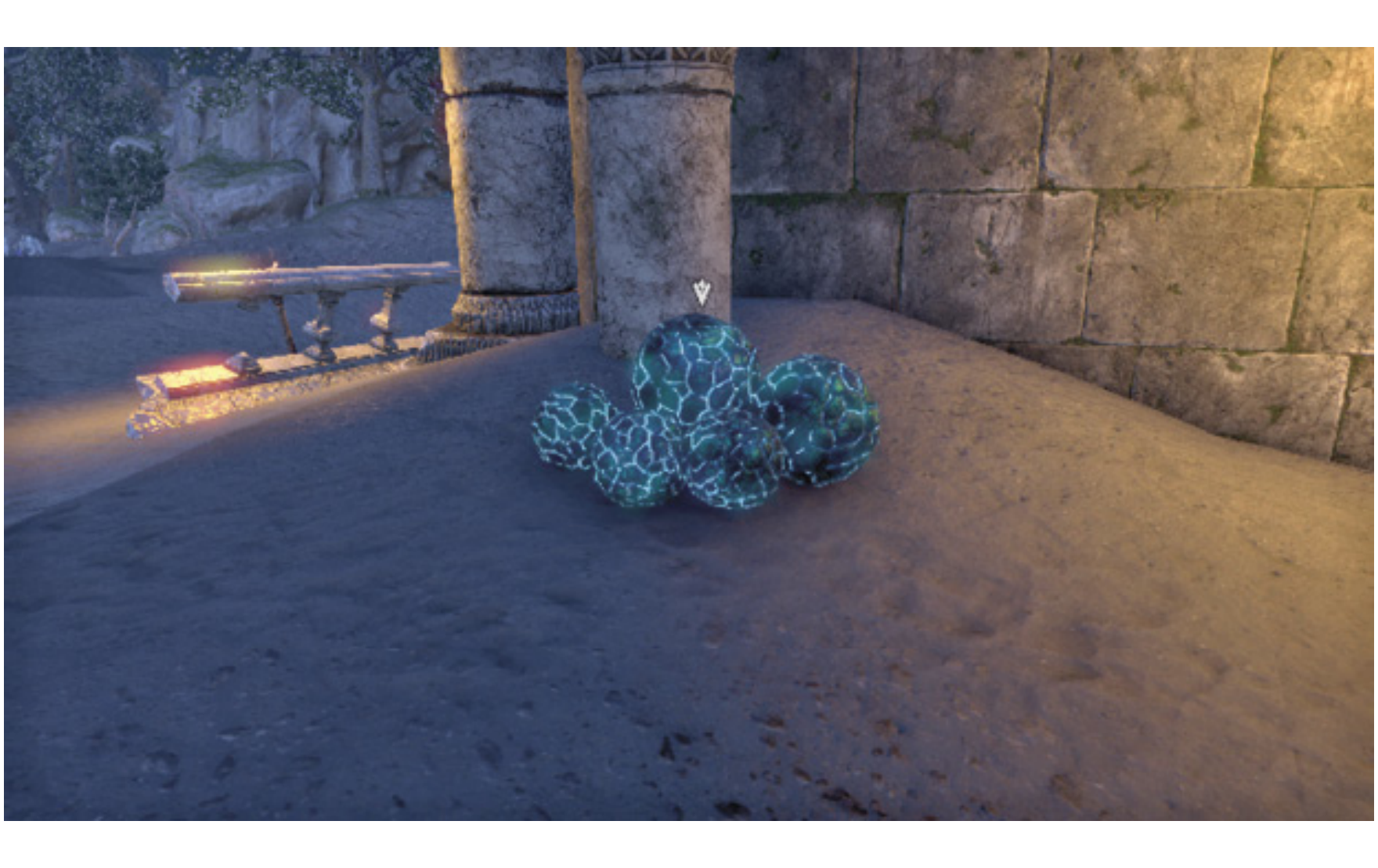
NEST 1

The first nest is under the front of the broken bridge in the center of the delve.



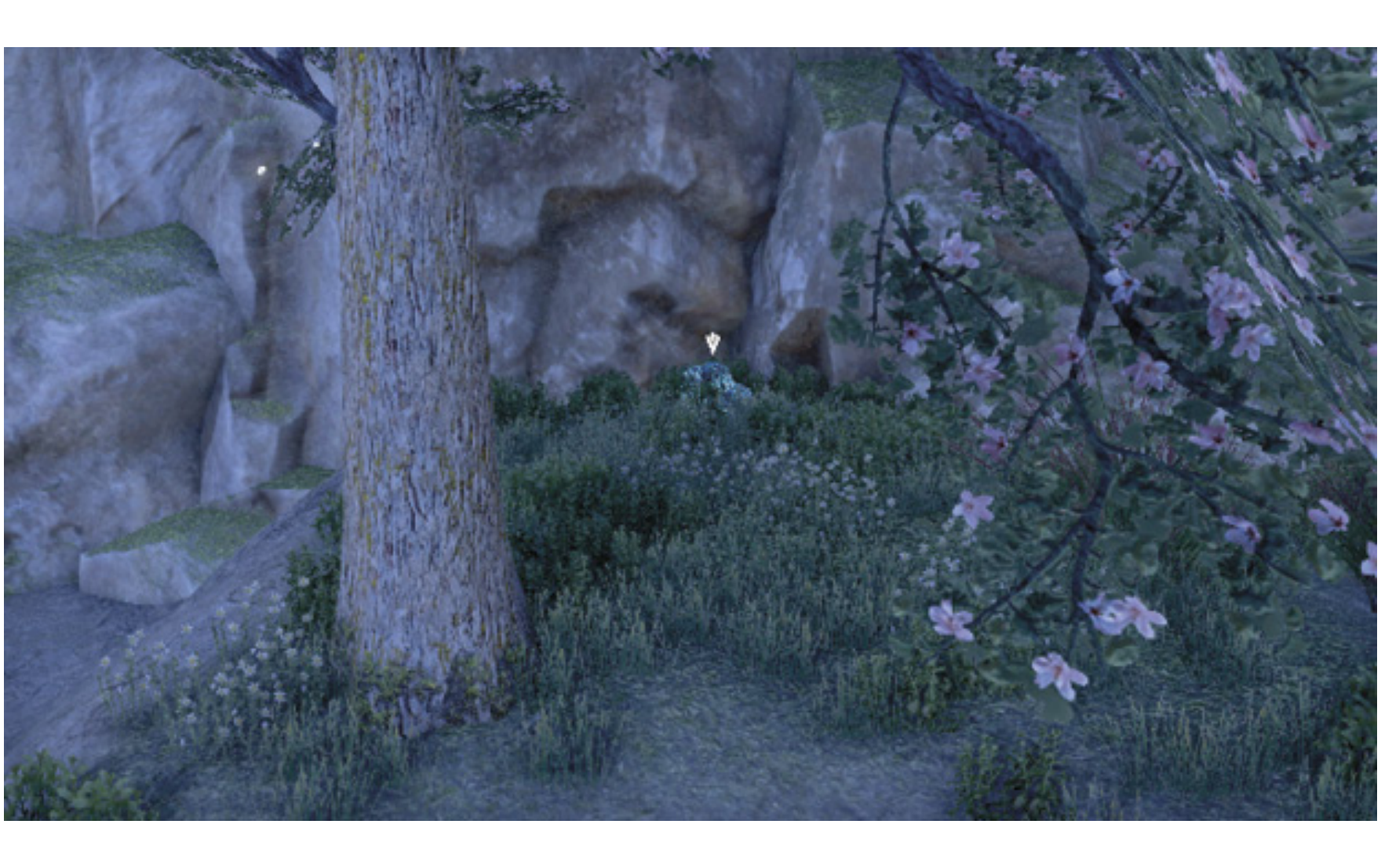
NEST 2

The second nest is underneath the center section of the bridge, resting against the corner of the south wall.



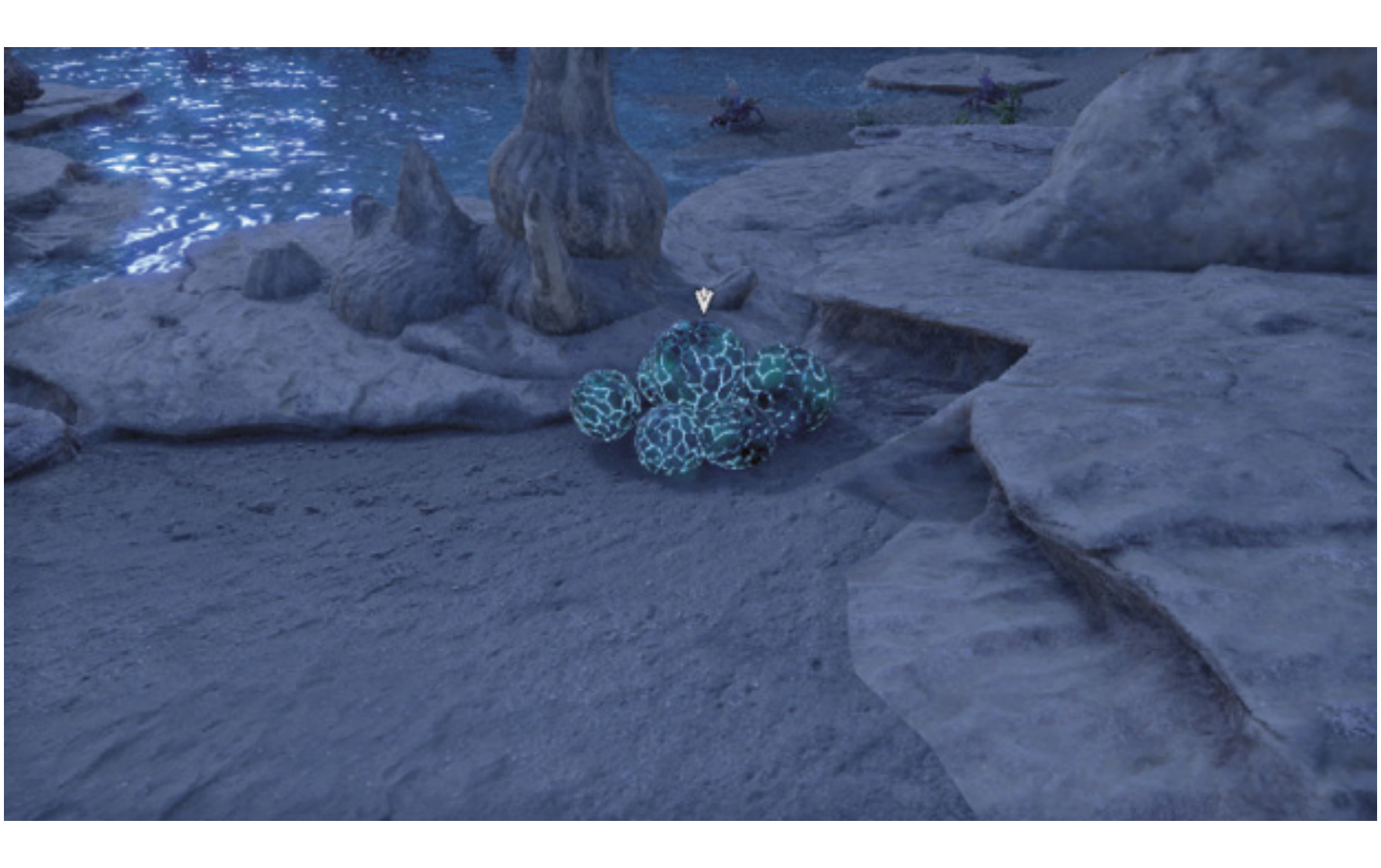
NEST 3

Nest three is directly east of the center of the bridge, underneath a large tree.



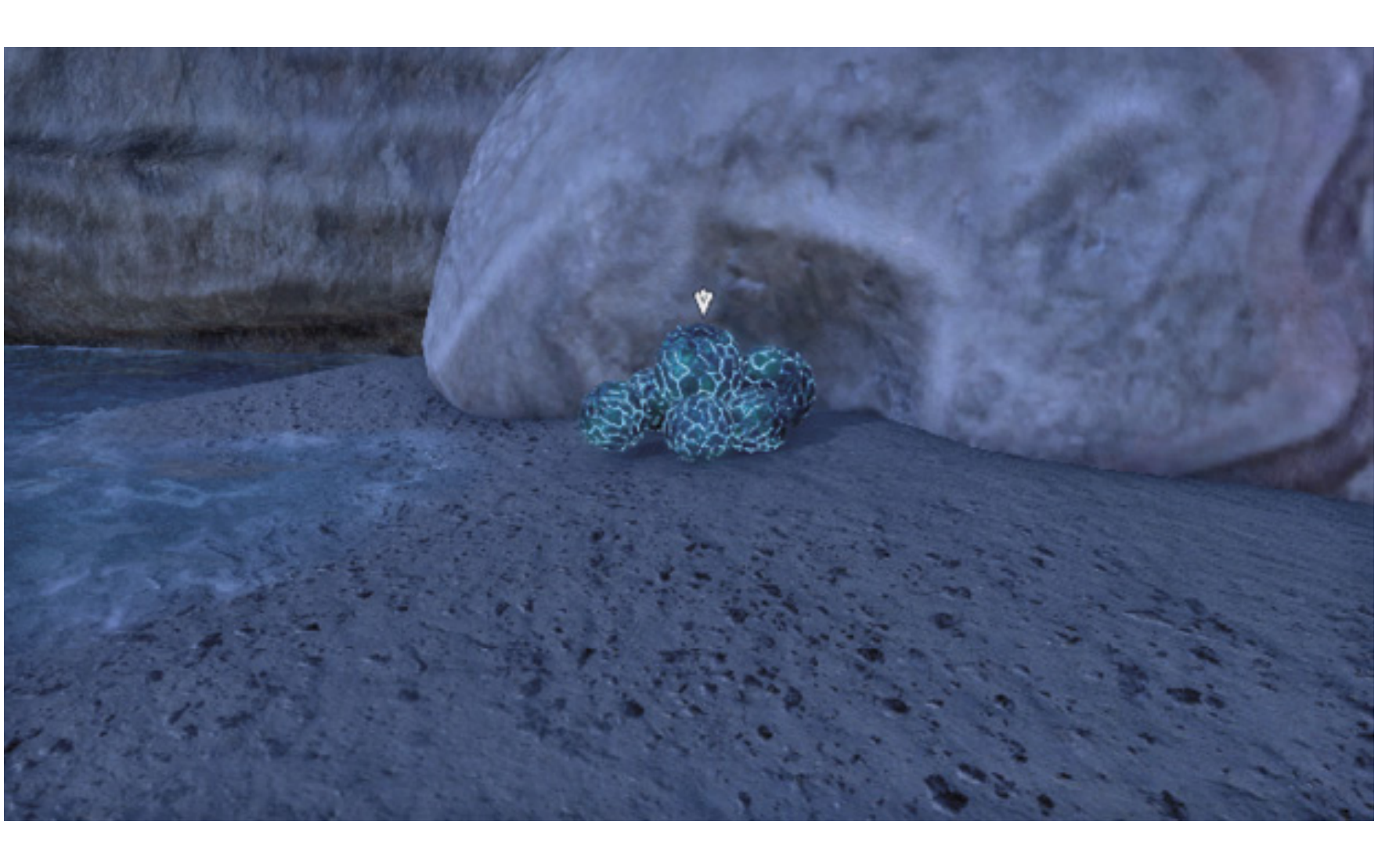
NEST 4

The fourth nest is near the center of the circle next to two large coral monuments.



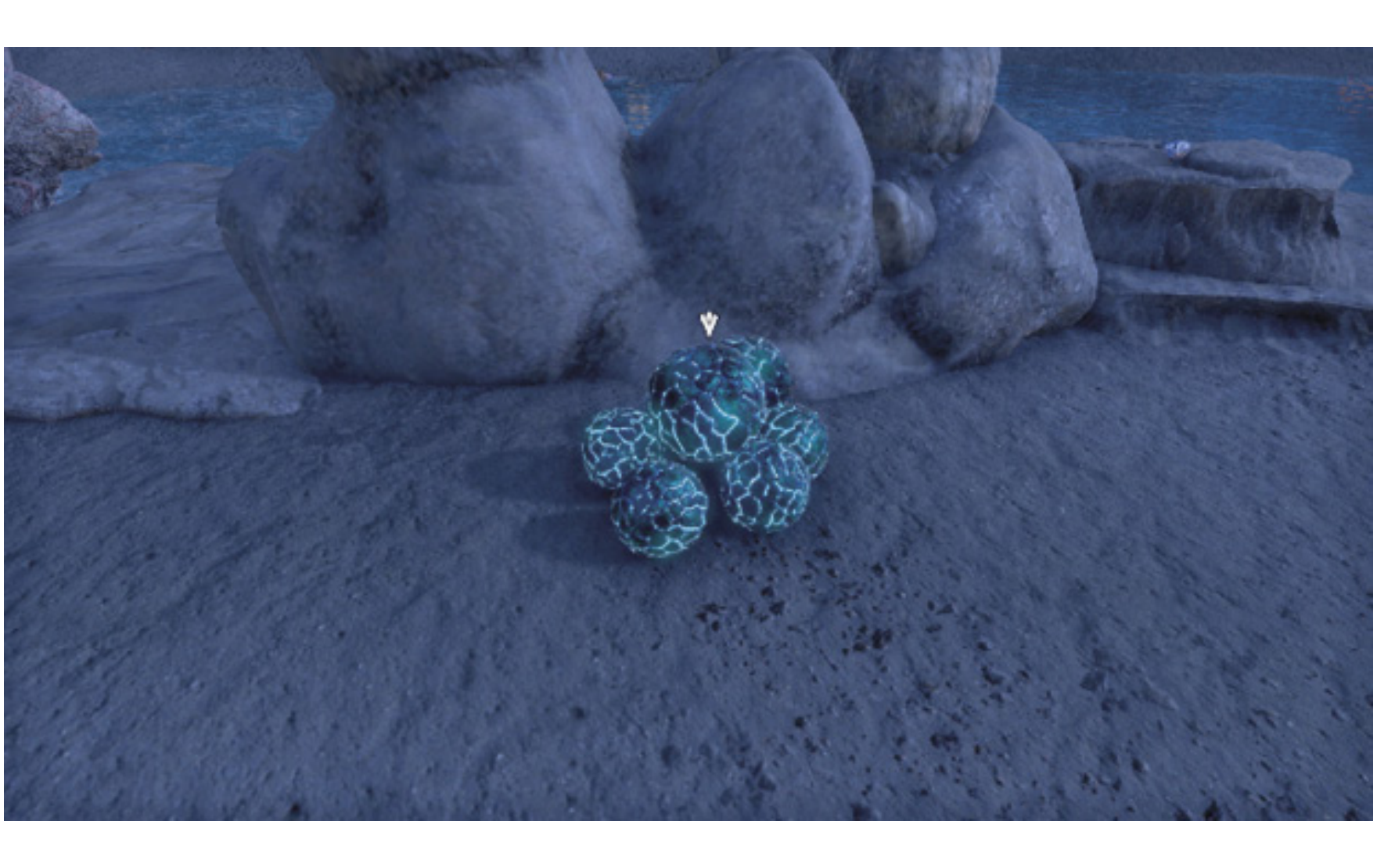
NEST 5

The fifth nest is in the northeast corner of the delve.



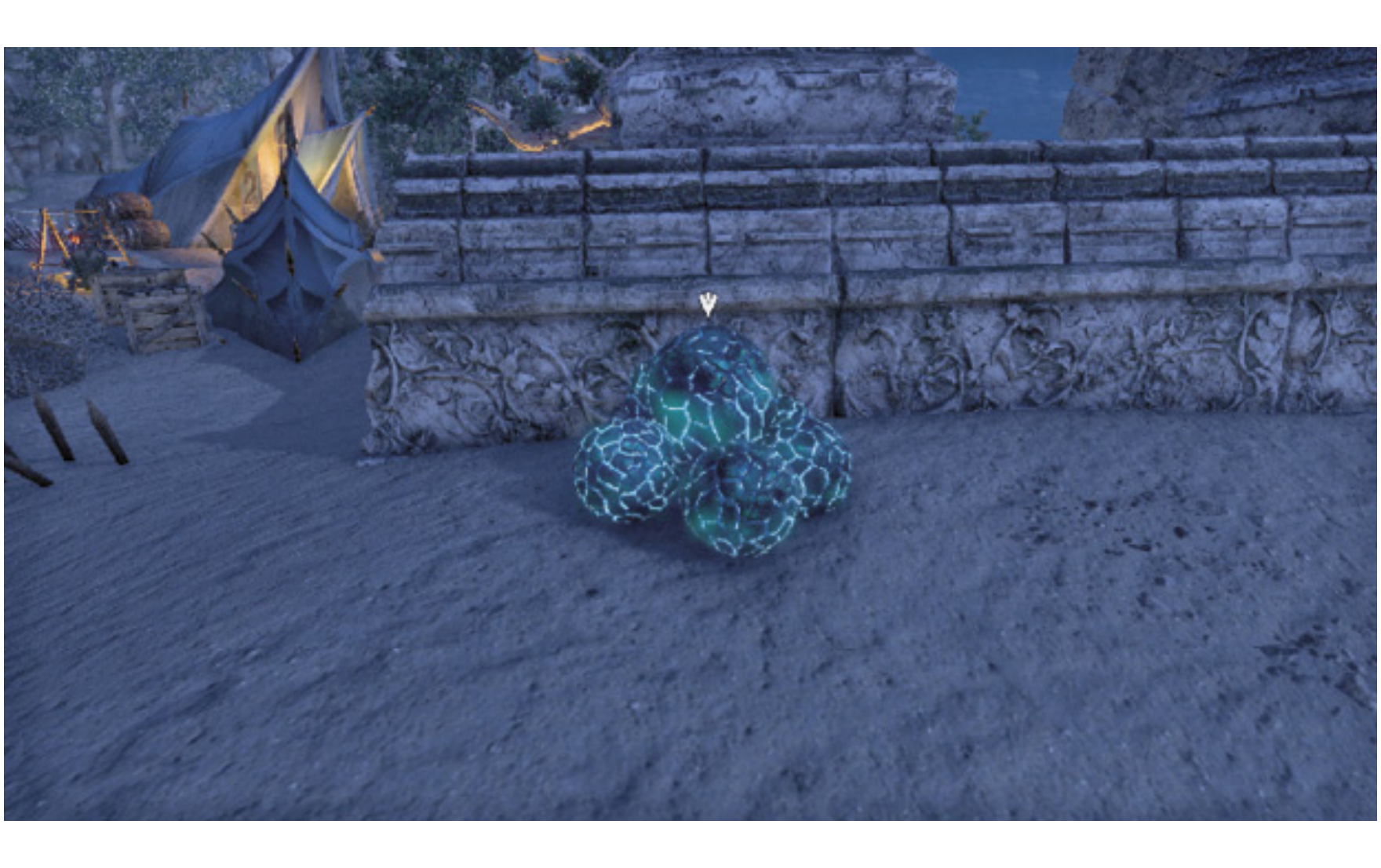
NEST 6

Nest six is west and slightly south of nest five, sitting against a small coral wall.



NEST 7

Nest seven is near the corner of the right set of columns on the map's northern side.

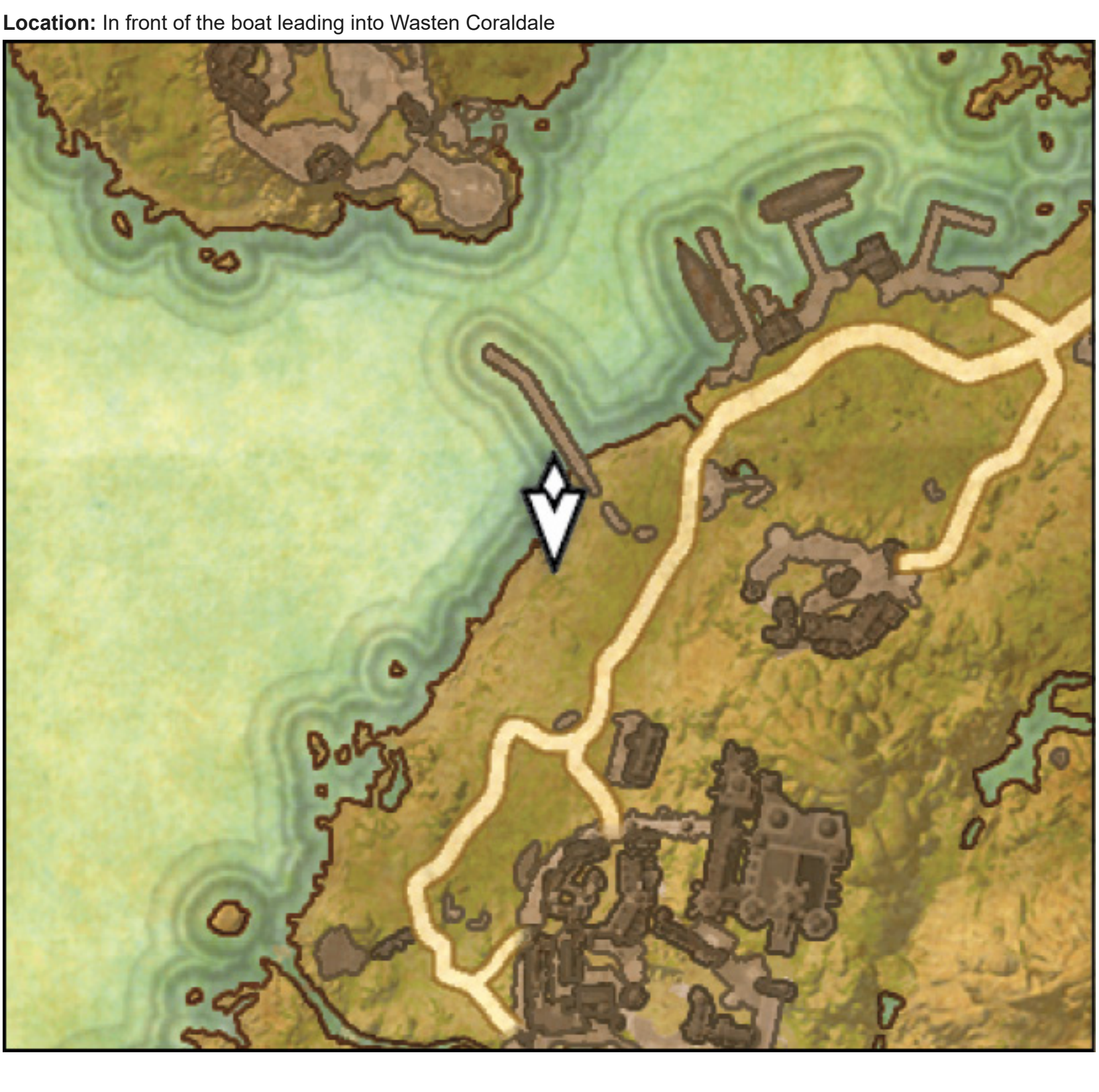


TALK TO JUSTICIAR TANORIAN

Once you've cleared out all seven nests, return to Justiciar Tanorian for your reward: a Summerset Daily Recompense box.

LOST AT SEA

- **Location:** In front of the boat leading into Wasten Coraldale

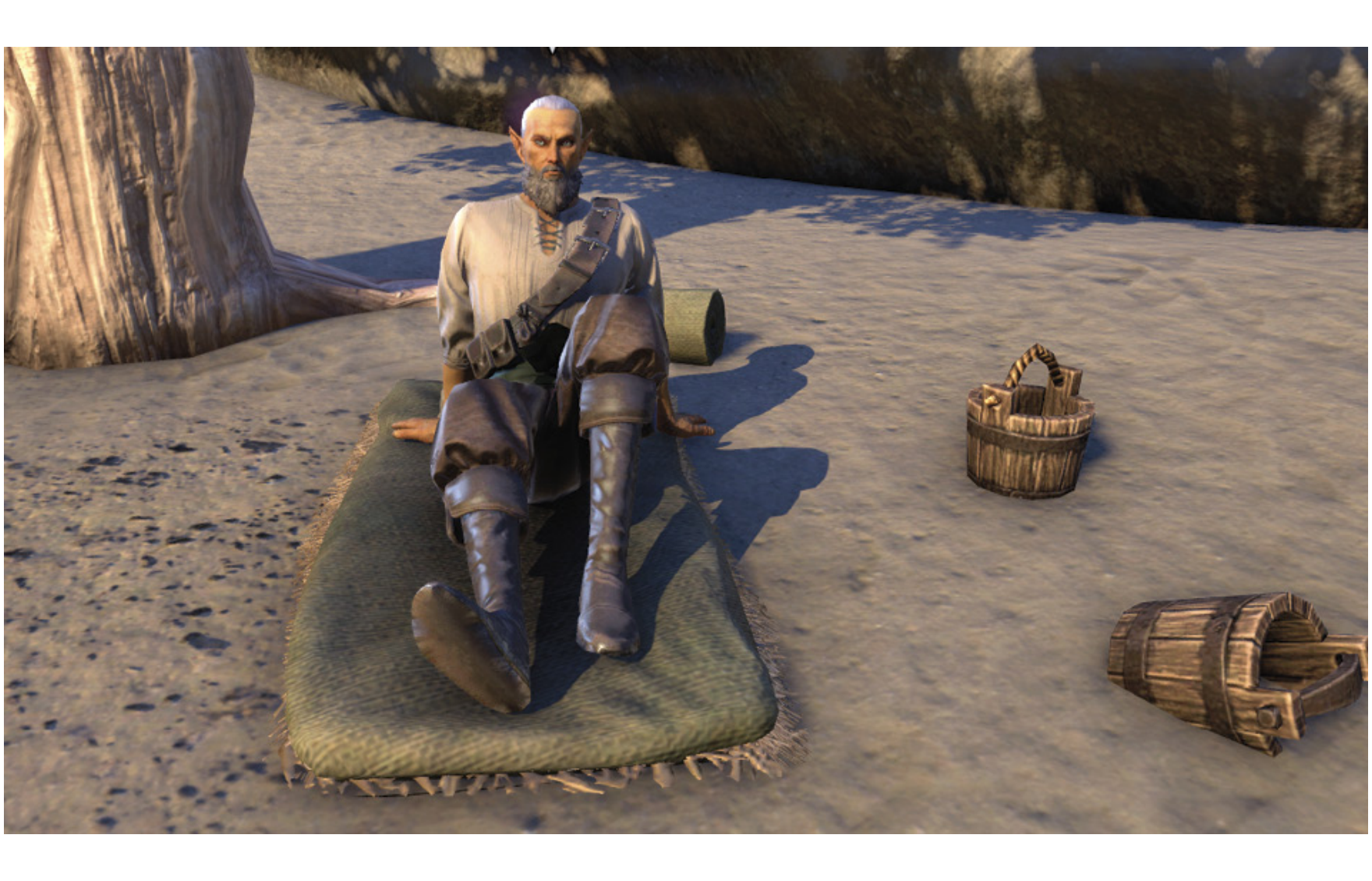


- **Quest-giver:** Hiranesse

Description: Hiranesse's father and his fishing crew went off to Wasten Coraldale, but they are late to return. She thinks she might be worrying too much, but also feels that it's worth looking into, if for no other reason than putting her fears to rest. Head to Wasten Coraldale and see if you can't locate her missing father.

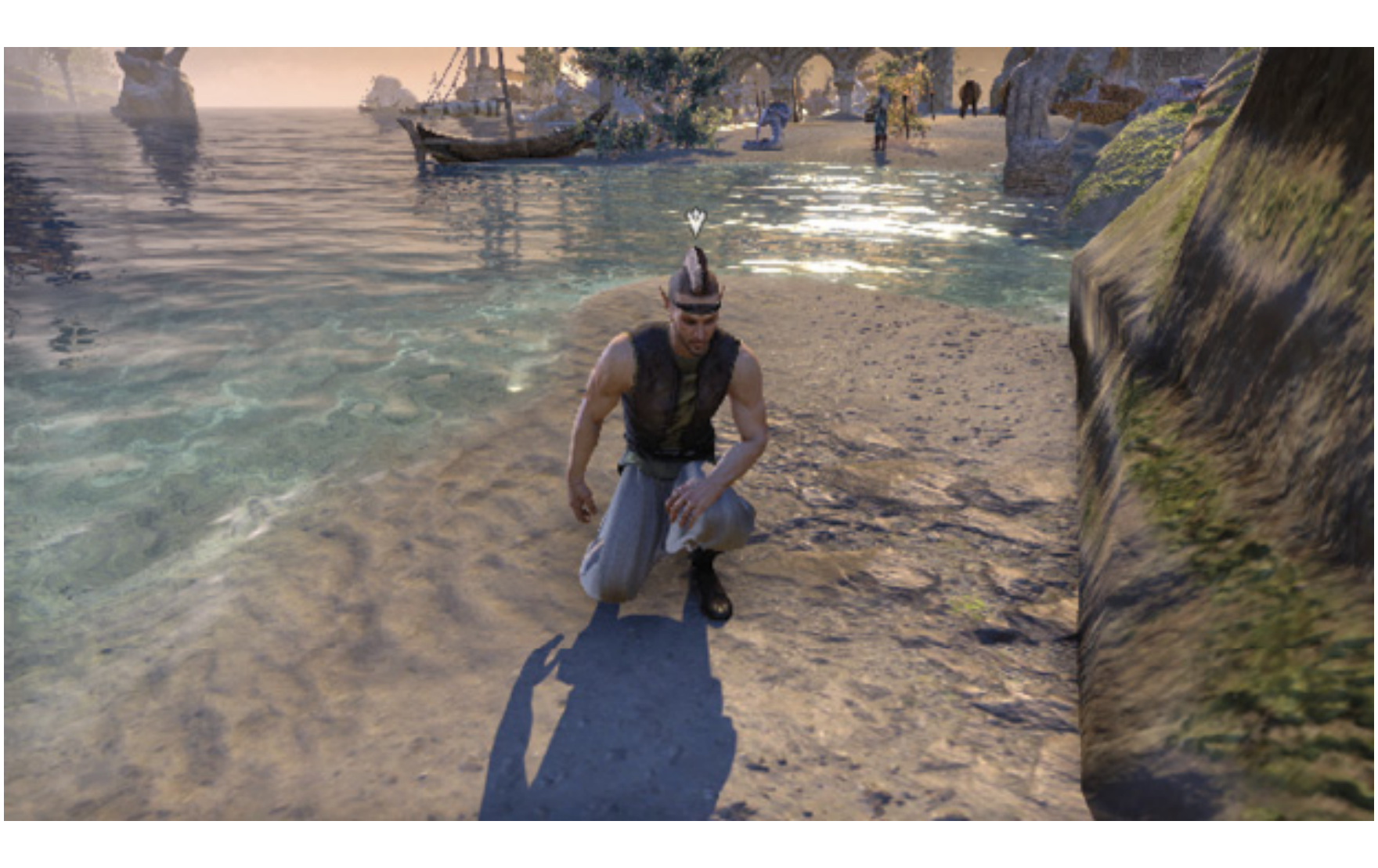
LOCATE CURTAROS

After entering Wasten Coraldale, traverse the caves and head to the delve's northwestern corner. When you arrive, speak with Curtaros.



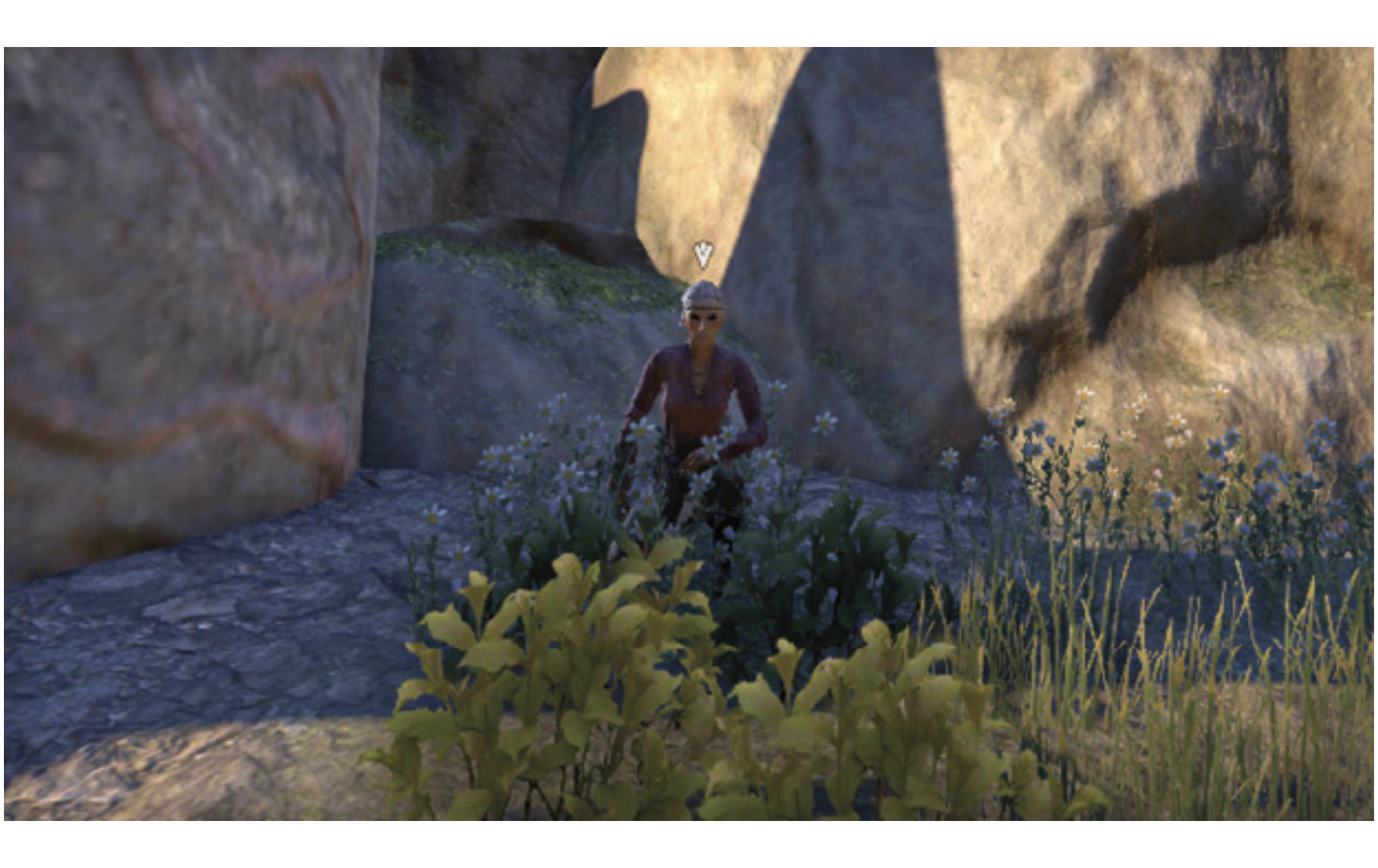
FIND THE MISSING CREW MEMBERS

Curtaros needs help locating and warning his other crew members scattered around the delve. The first one is to the east of Curtaros.



The next crew member is south and slightly east of the first one. She's in a small grotto a little ways up the hill. Examine the letter next to her to count her as found.

The third crew member is southeast of the previous one. She's hiding against the rock wall on the south side of Wasten Coraldale.

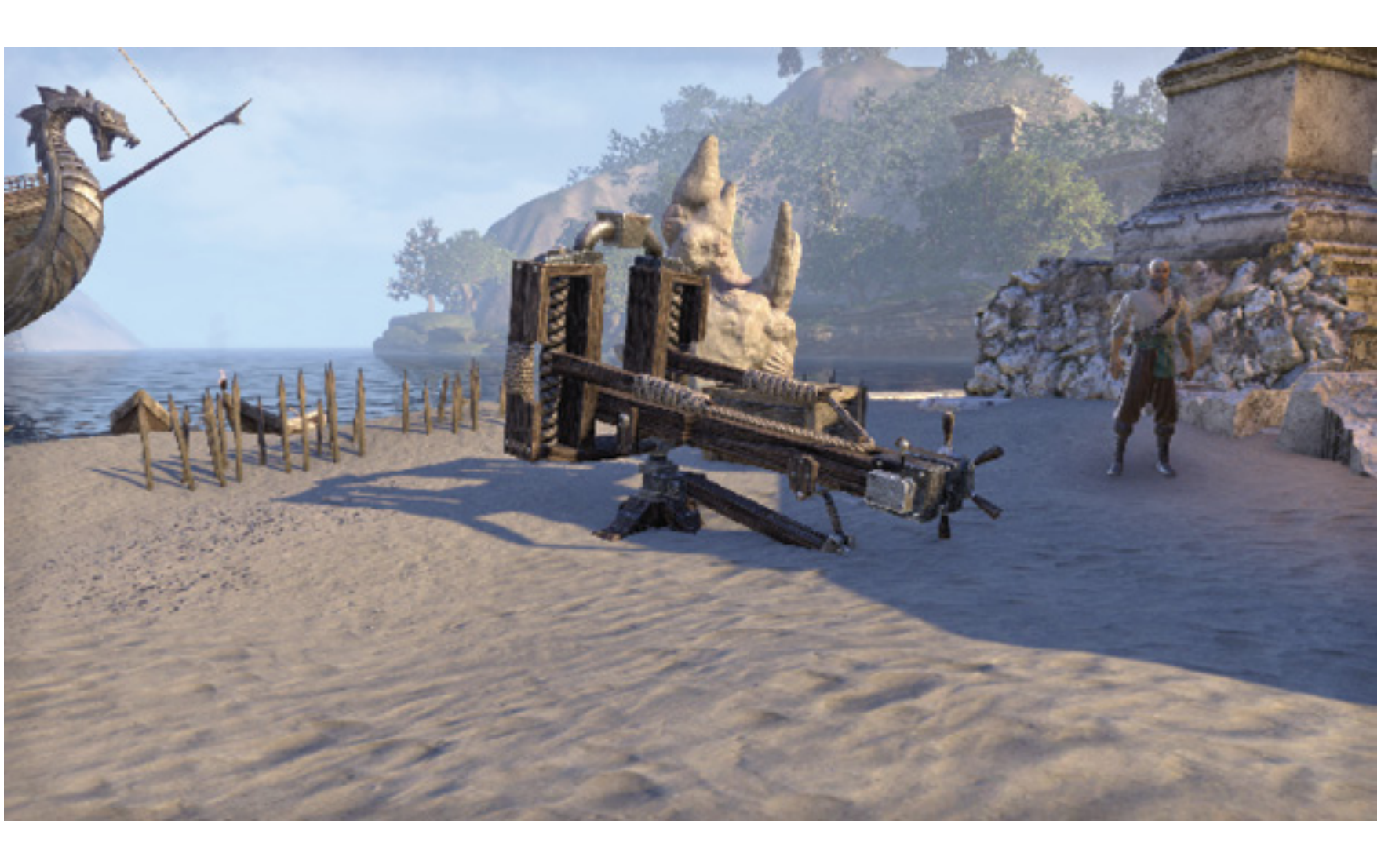


After finding the third crew member, head east and speak with Curtaros.

DEFEND THE BALLISTA

Curtaros wants to put the screws to the Maormer and he needs a ballista to do it. Head to the northern shores to find a ballista, then prepare to defend it while Curtaros sets it up.

A small wave of Sea Elves will attack you while Curtaros aims the ballista. Fend them off to give him the time he needs.

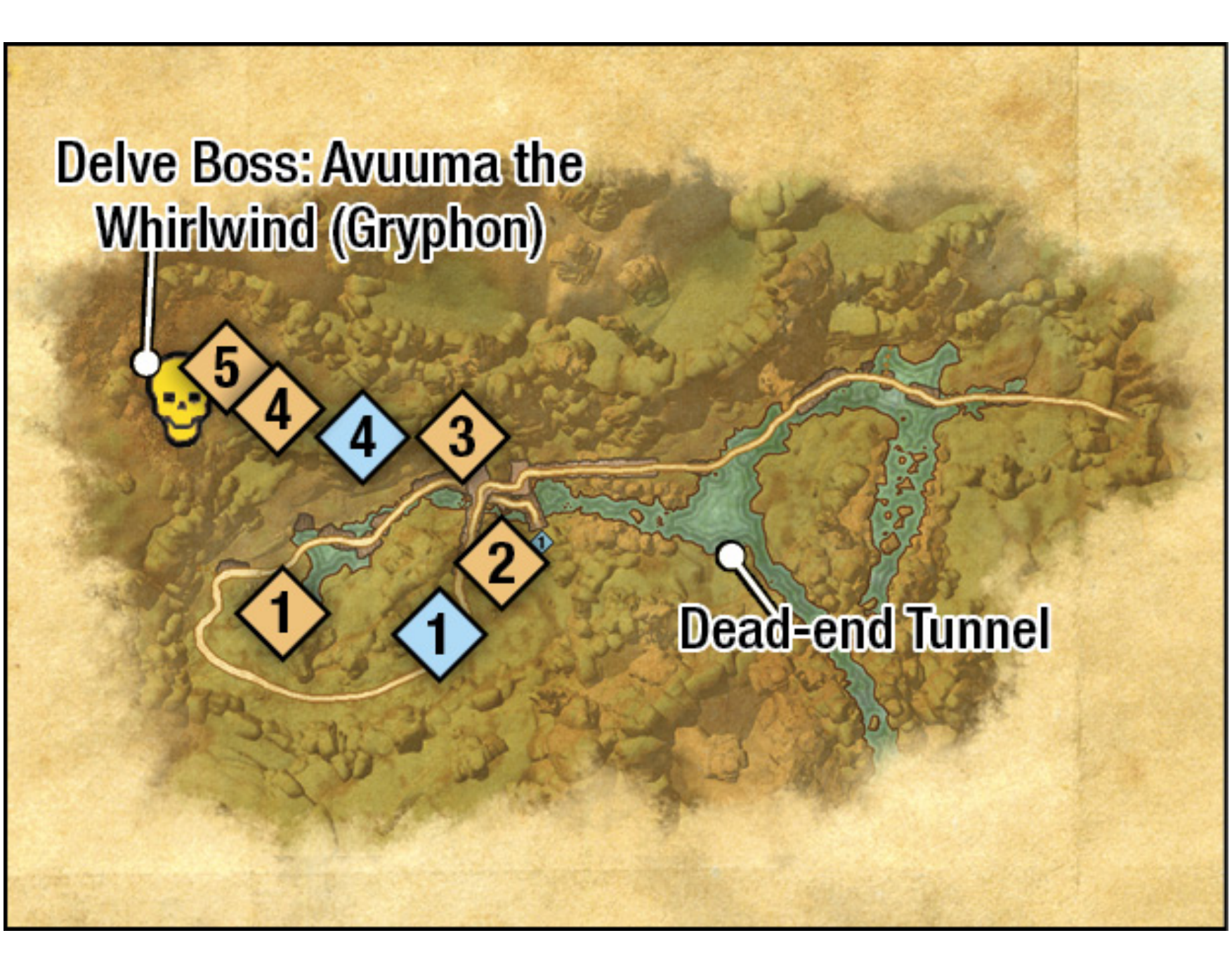


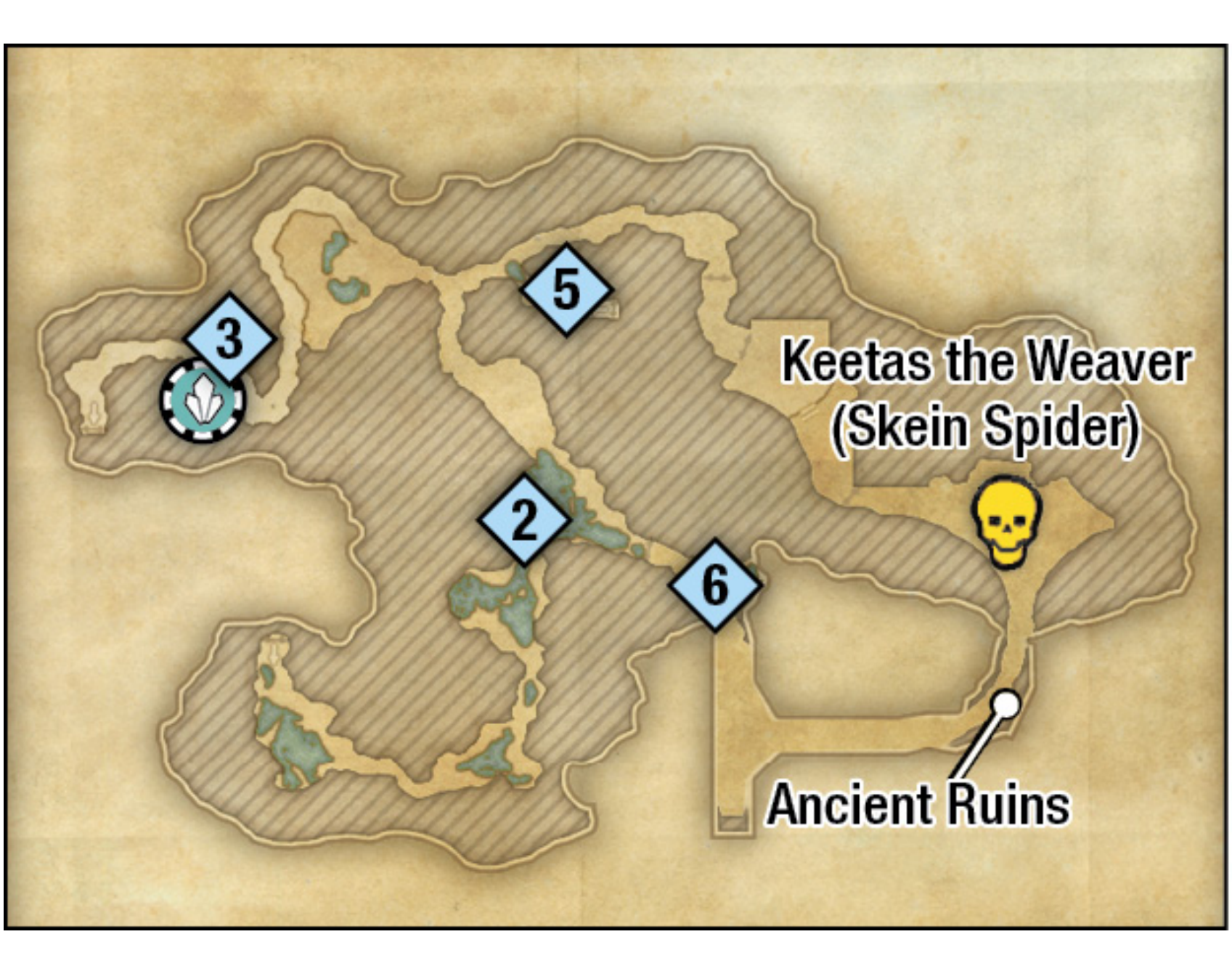
LEAVE WASTEN CORALDALE

Exit Wasten Coraldale the way you entered. Speak with Hiranesse to complete the quest.

Delves

King's Haven Pass

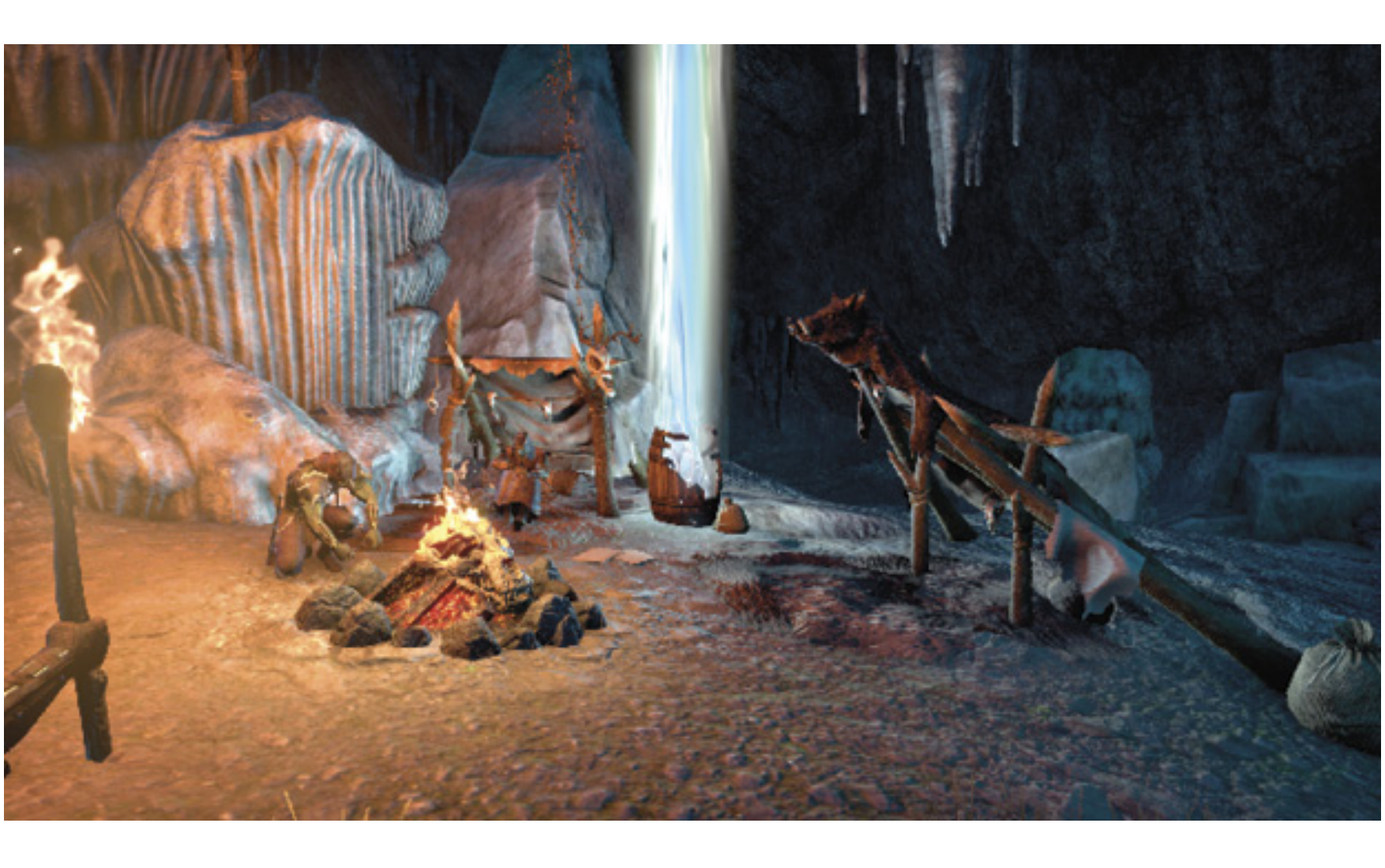




🔷	Recover Naliara's Notes
🔶	Pilgrimage's End

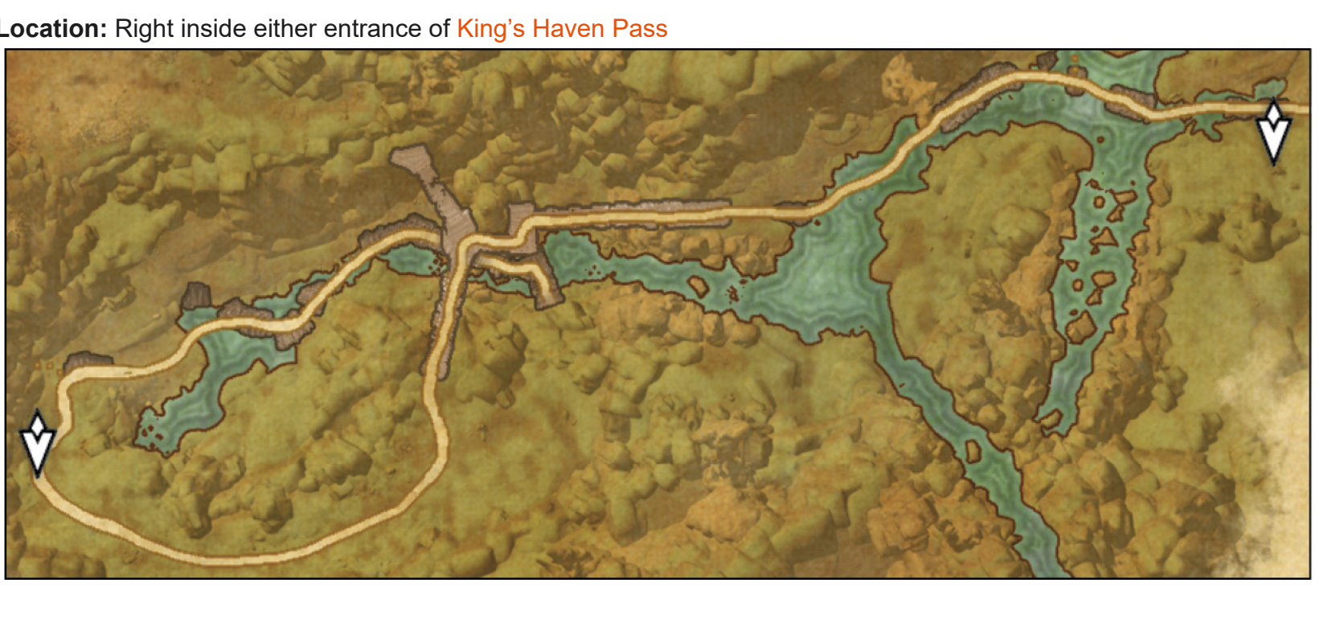
BOSS: AVUUMA THE WHIRLWIND

SKYSHARD



SAVAGE TRUTHS

- **Location:** Right inside either entrance of King's Haven Pass



- **Quest-giver:** Naliara or Mehdze

Description: Mehdze is a minstrel who is investigating King's Haven Pass's history in search of material for his next great song. Naliara is Mehdze's scribe and she's none too pleased to be working for him. Help Mehdze complete his research so he can satisfy his creativity and so Naliara can finally finish working with him.

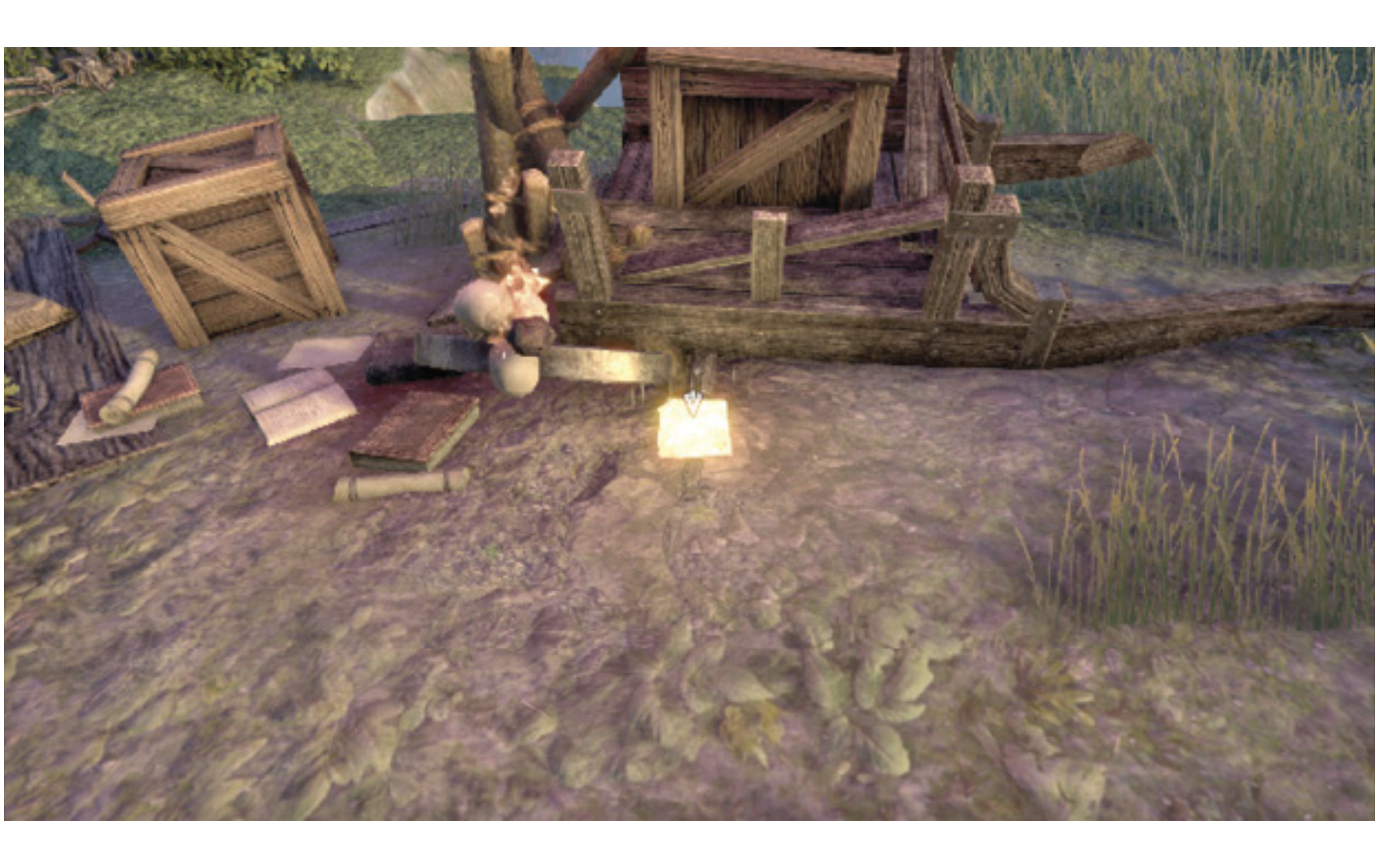
> **SAME BUT DIFFERENT**
>
> If you start this quest through Mehdze, your first task is to find Naliara inside Coral-Splitter Caves. It's hardly a diversion, but you'll be forced to backtrack on the following objective, as opposed to Naliara's start, which takes you through the most direct route for the quest. If you have the Ebon Stadmont wayshrine available, we suggest you start this delve from there. It will save you from having to backtrack.

RECOVER NALIARA'S NOTES

Naliara will ask you to recover four different sets of notes that she accidentally dropped.

NALIARA'S NOTES 1

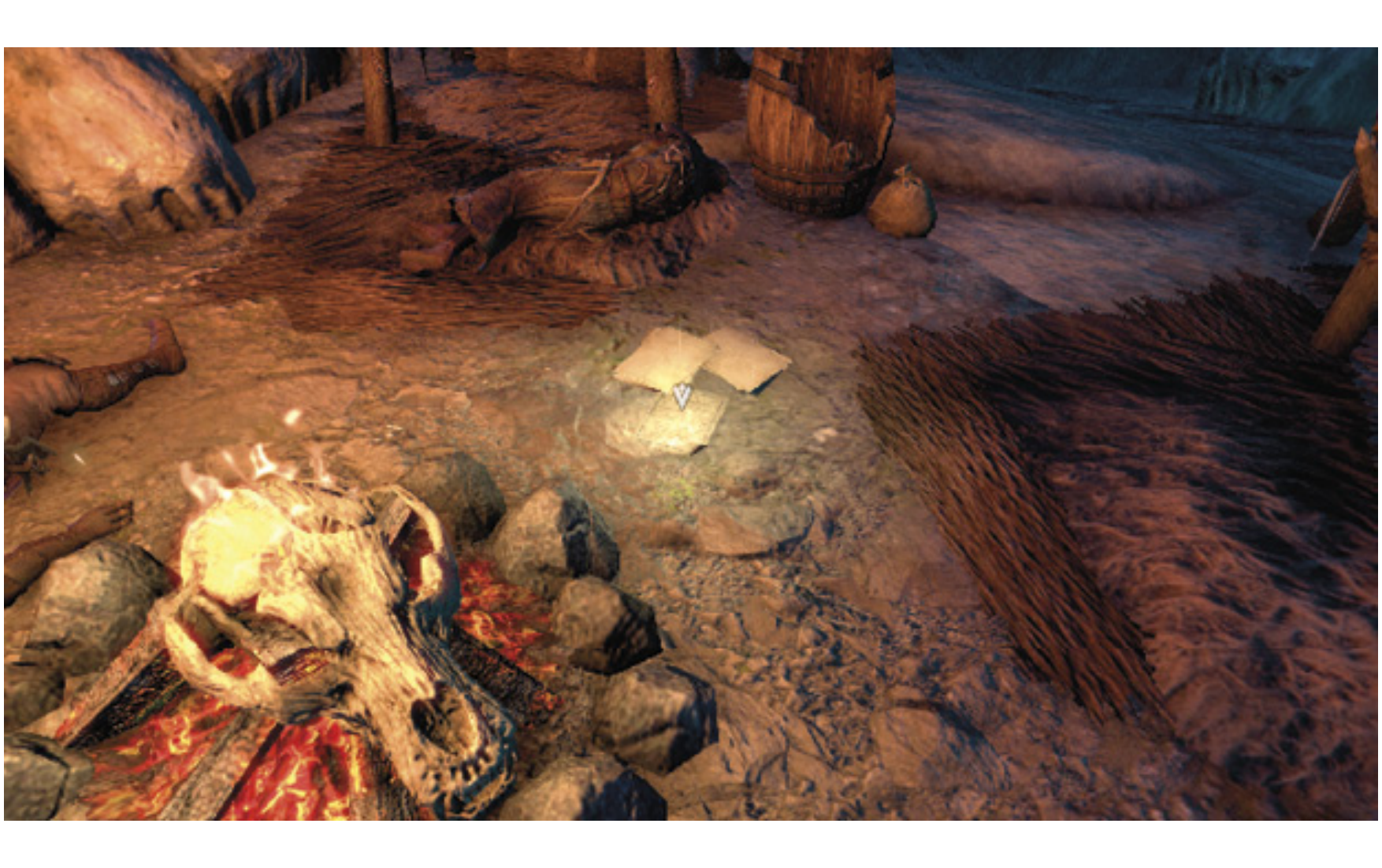
The first set of notes is near the start of the upper level bridge on the map's west side.



After you collect the first set of notes, head into Coral-Splitter Caves for the second and third sets.

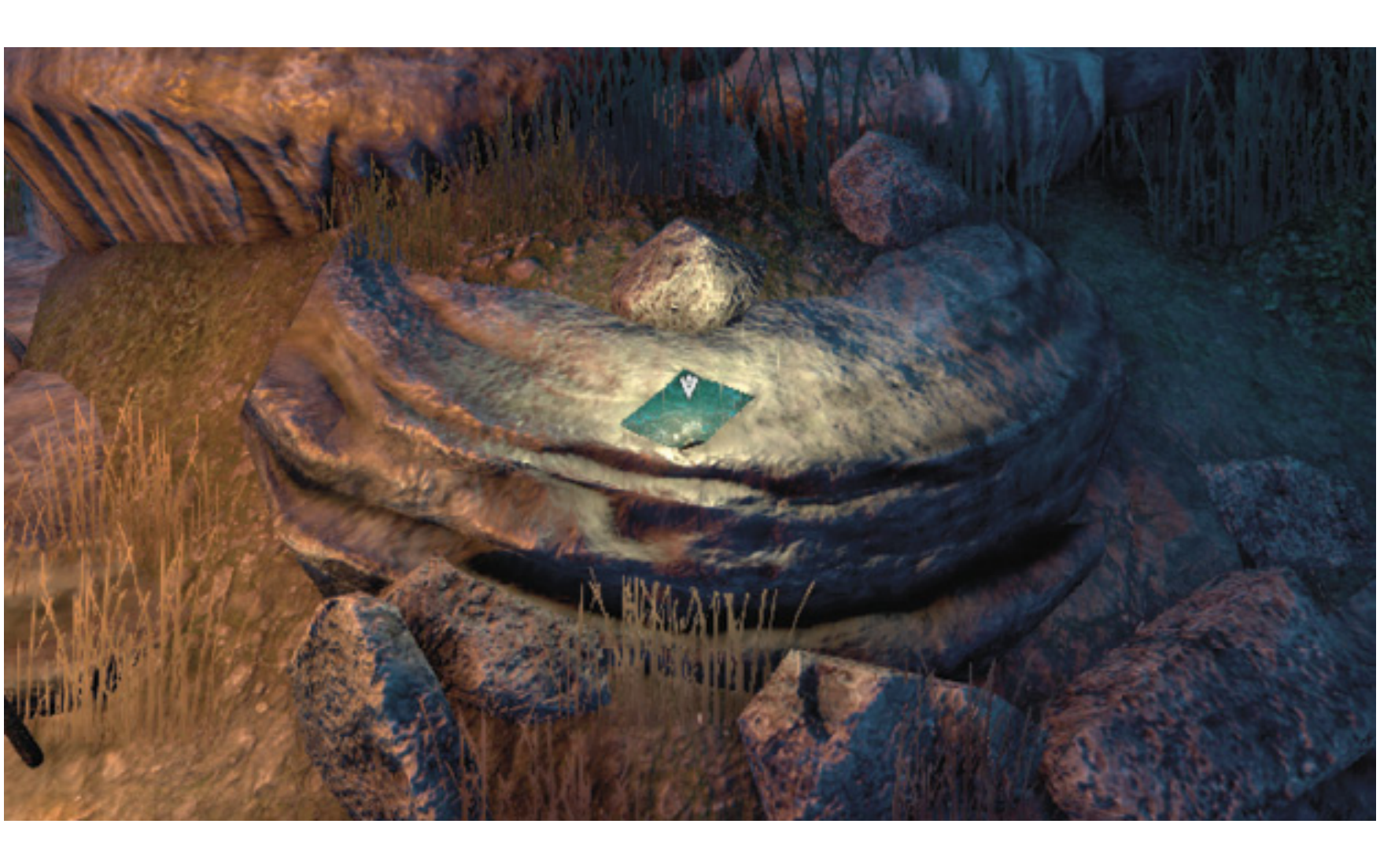
NALIARA'S NOTES 2

Naliara's second set of notes is near the center of the Coral-Splitter Caves.



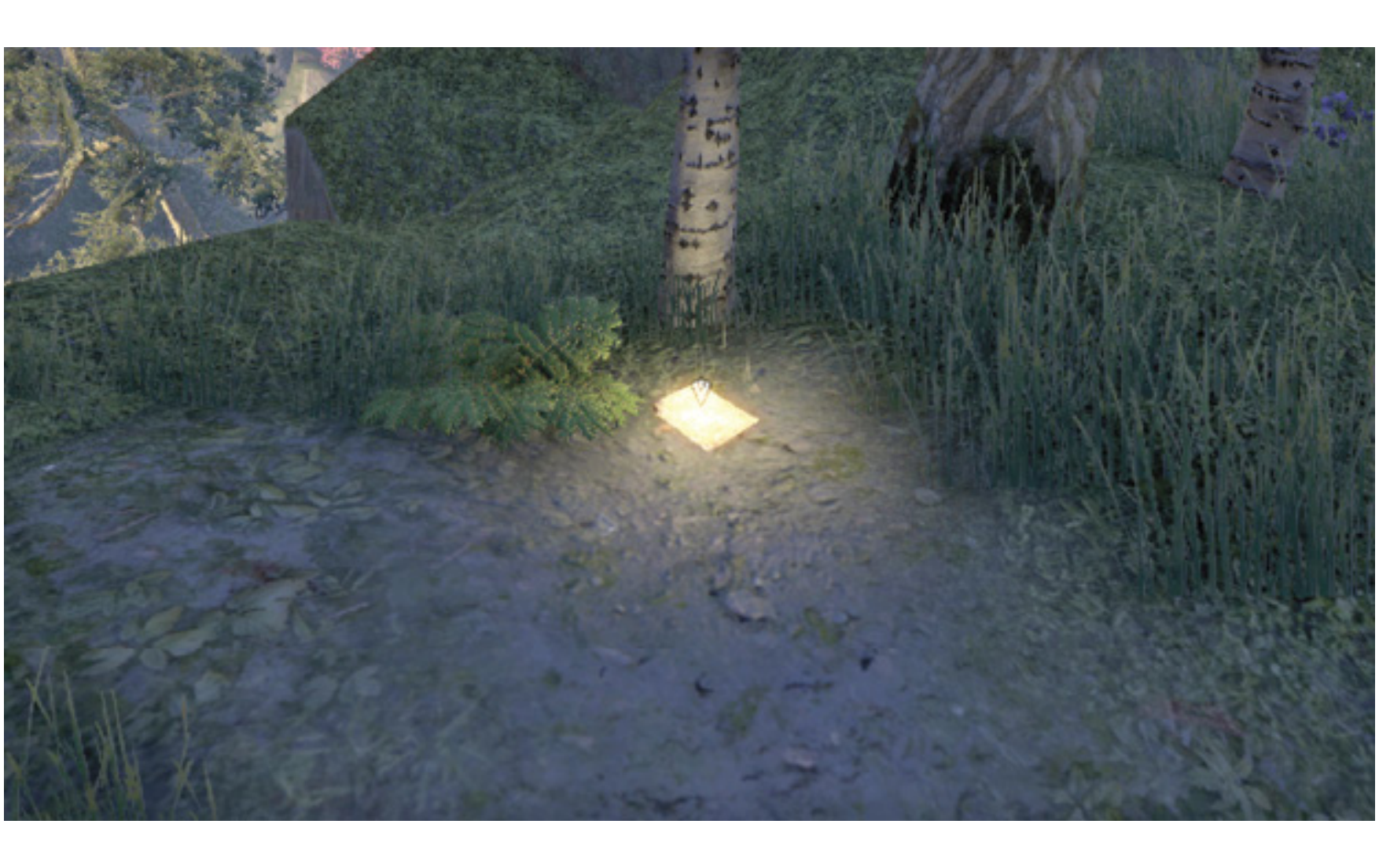
NALIARA'S NOTES 3

The third set of notes is in the camp near the west end of Coral-Splitter Caves.



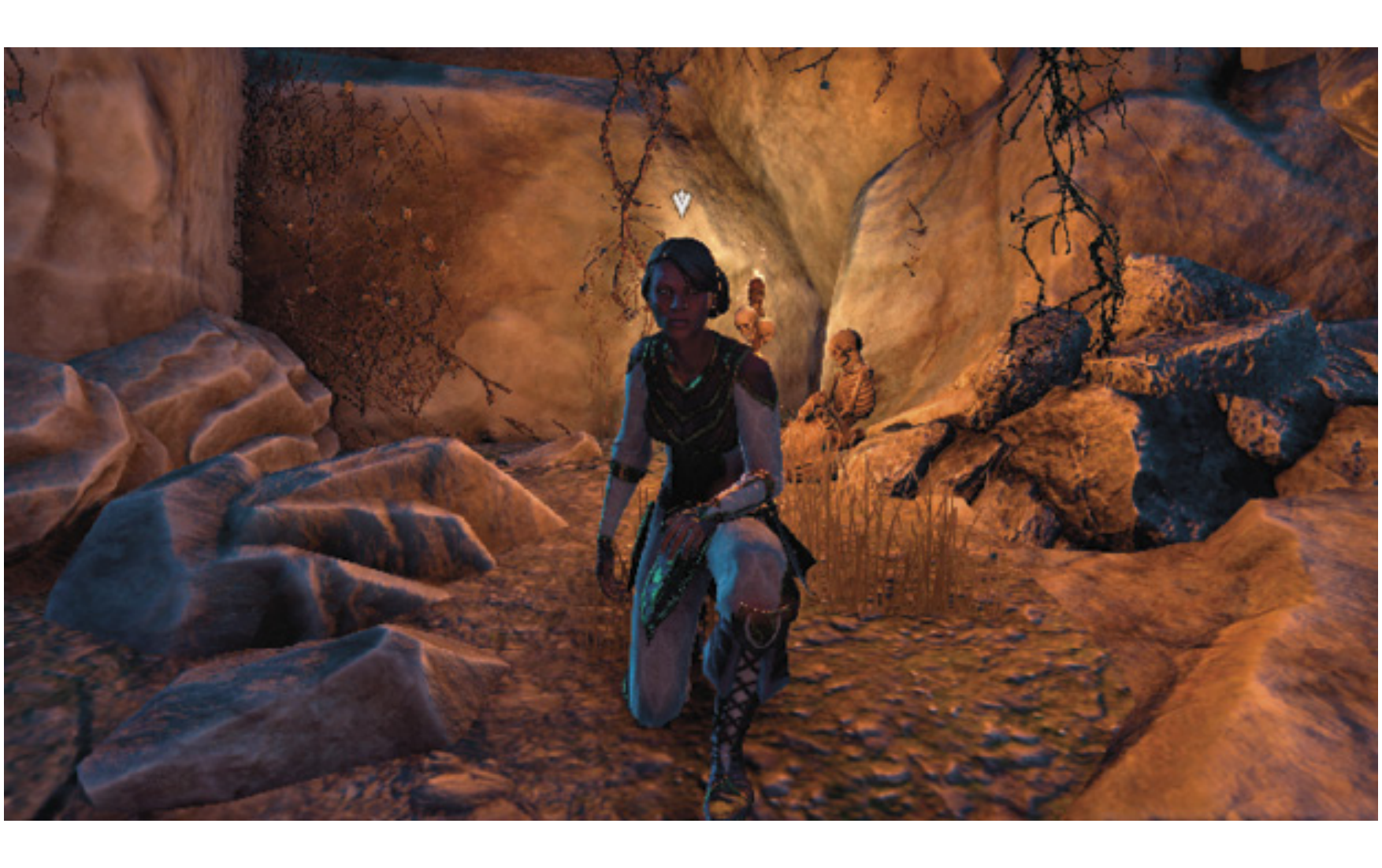
NALIARA'S NOTES 4

The fourth set of notes is in front of the gryphon's nest after exiting through the cave's western passage.



TALK TO NALIARA

Naliara is near the eastern entrance of the Coral-Splitter Caves. After leaving Naliara, go speak with Mehdze just up the path.



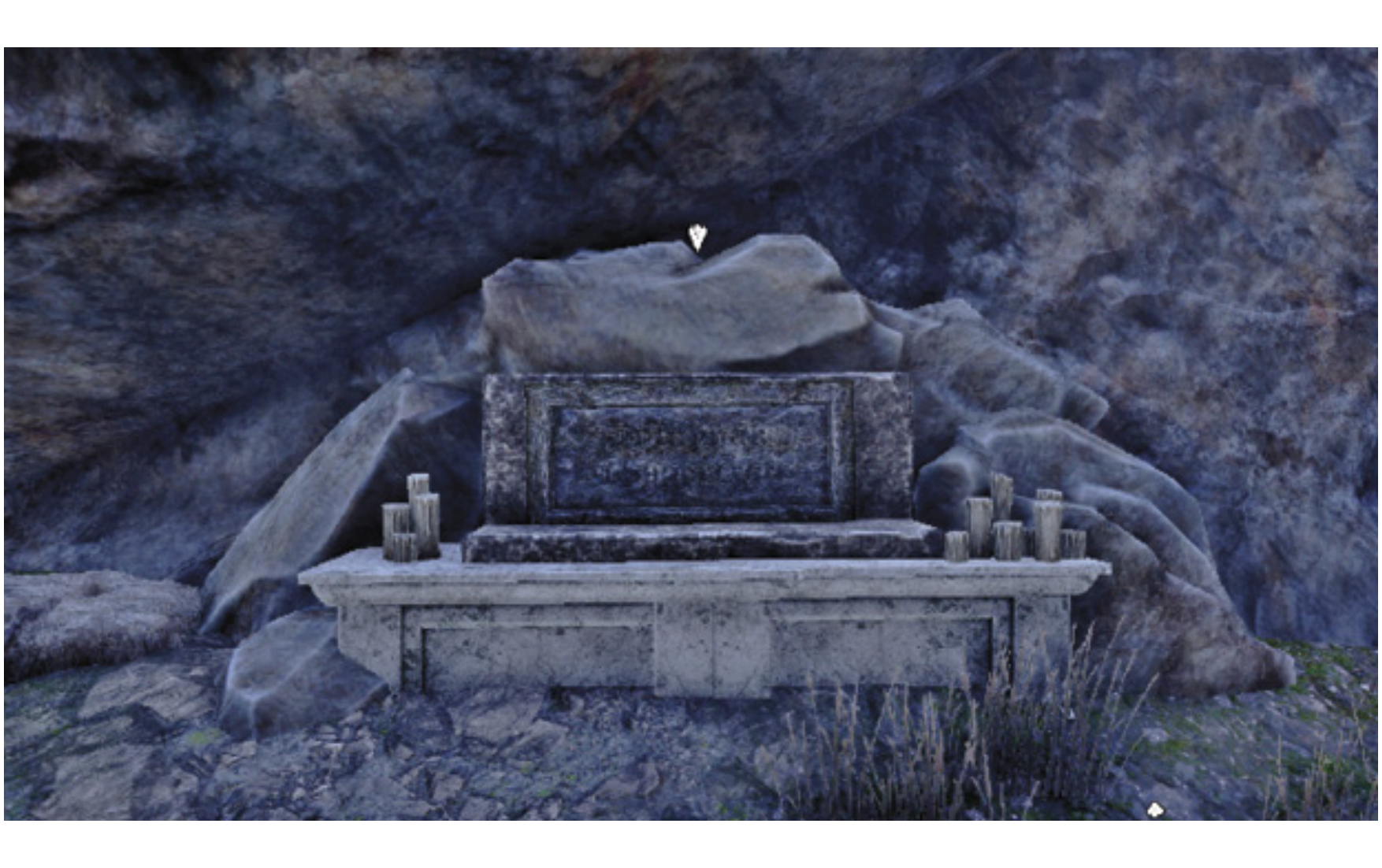
You'll need to escort Mehdze from here out, but you don't need to worry about him taking damage; he does just fine avoiding danger. Guide him to the Ancient Ruins entrance in the center of the Coral-Splitter Caves.

HELP MEHDZE FIND CLUES

Once in the Ancient Caves, you must track down three different clues for Mehdze. These are all lined up in this room and are easy enough to find.

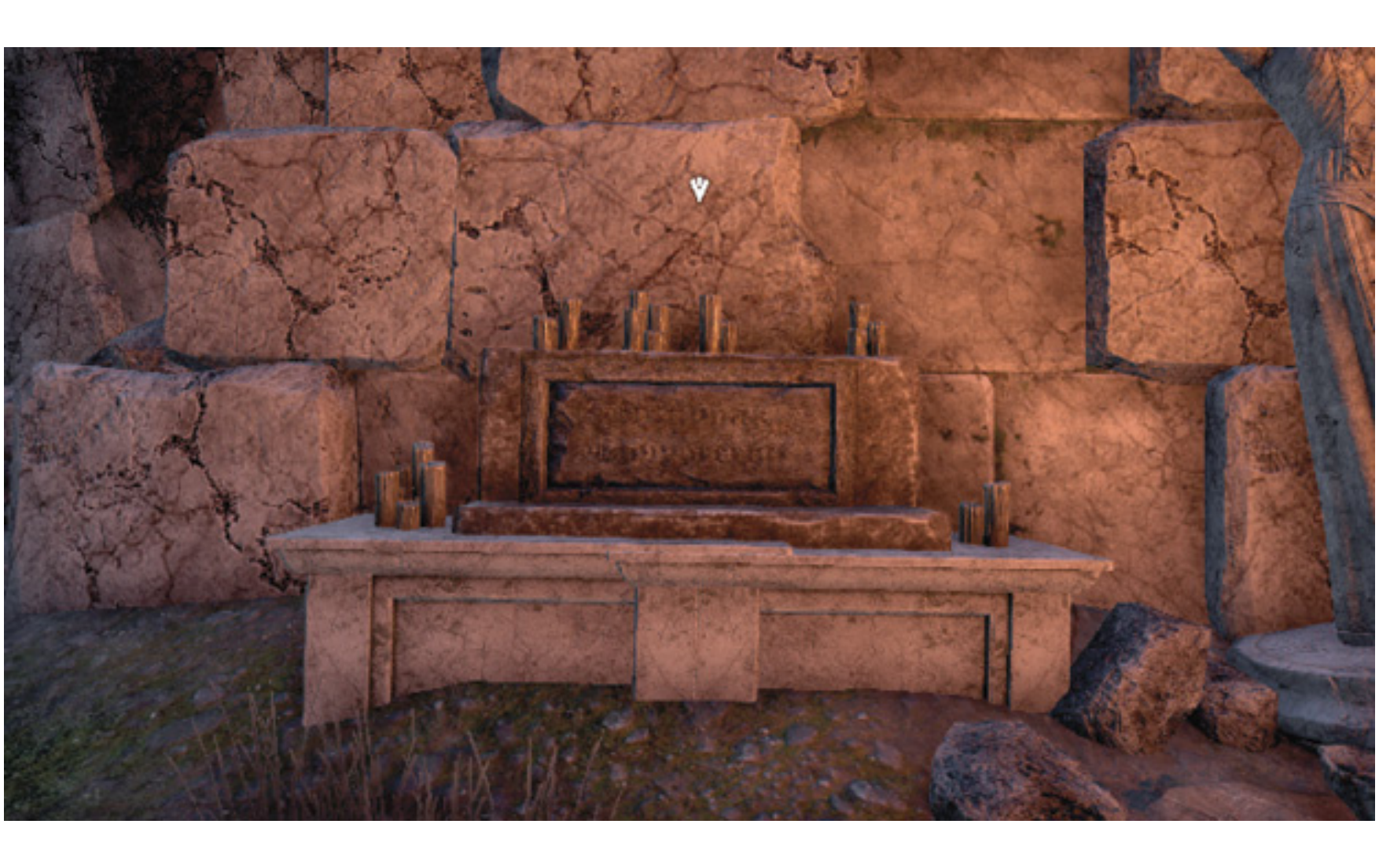
CLUE 1

The first clue is on the left almost immediately after entering the Ancient Ruins entrance.



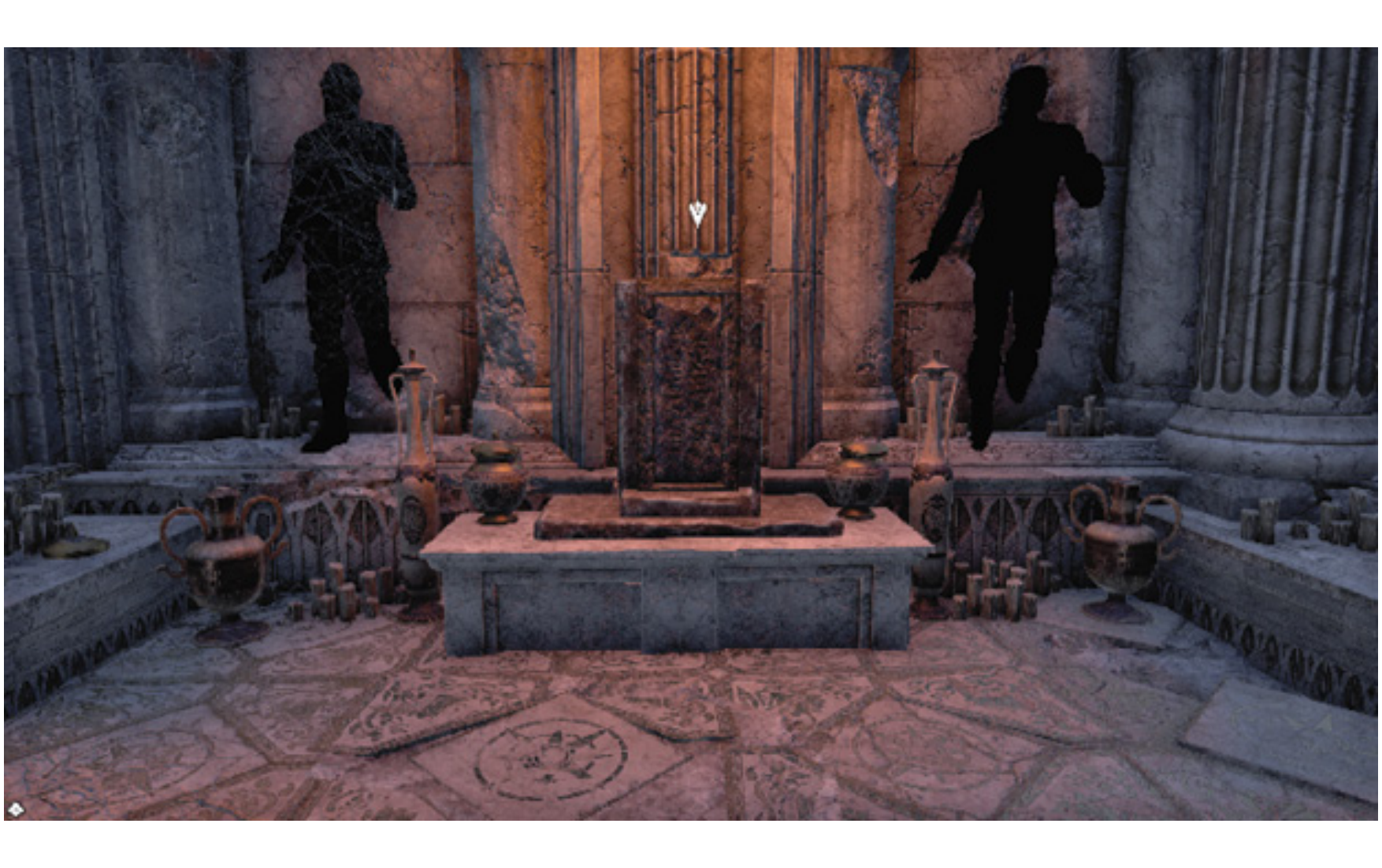
CLUE 2

You'll find the second clue near the center of the ruins tunnel.



CLUE 3

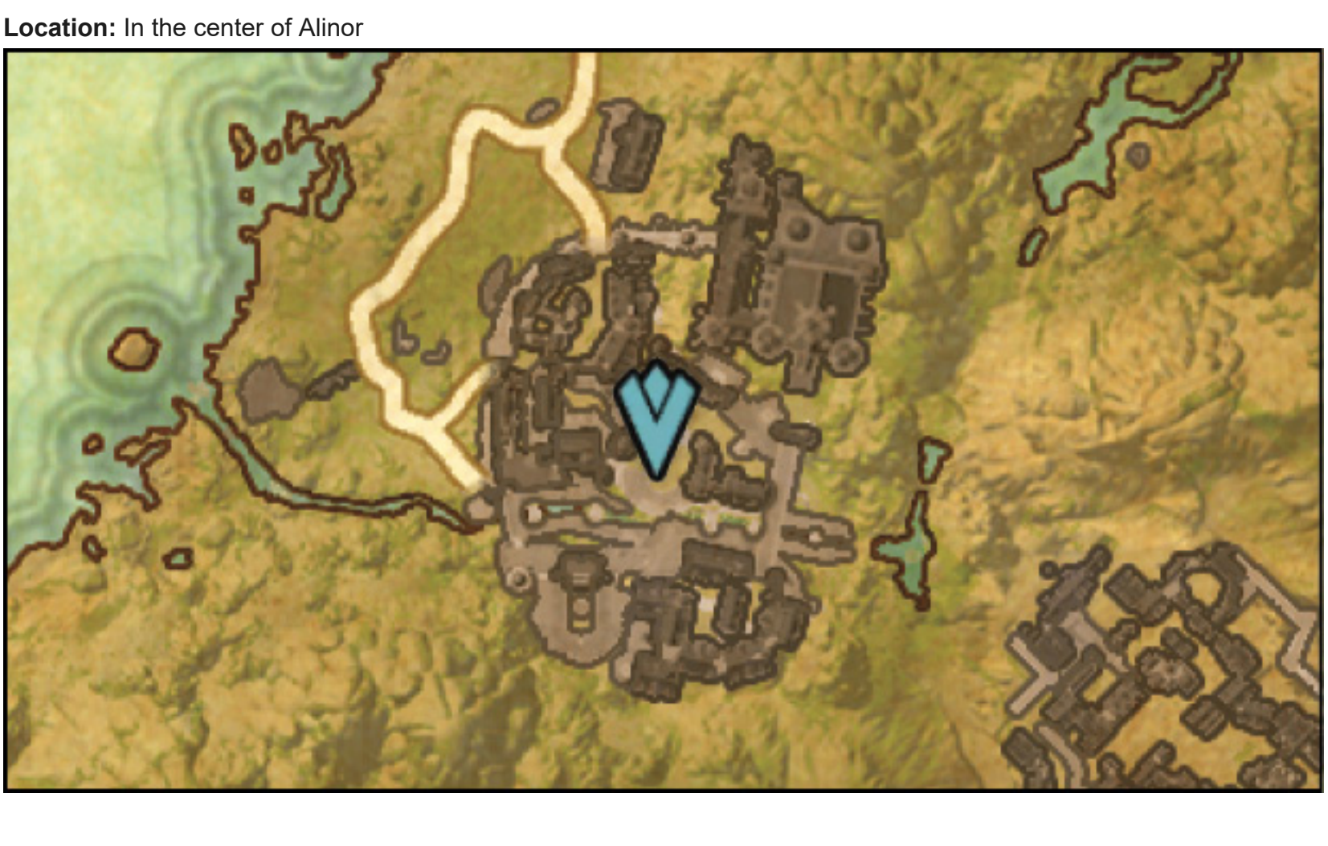
The last clue is at the end of the ruins tunnel.



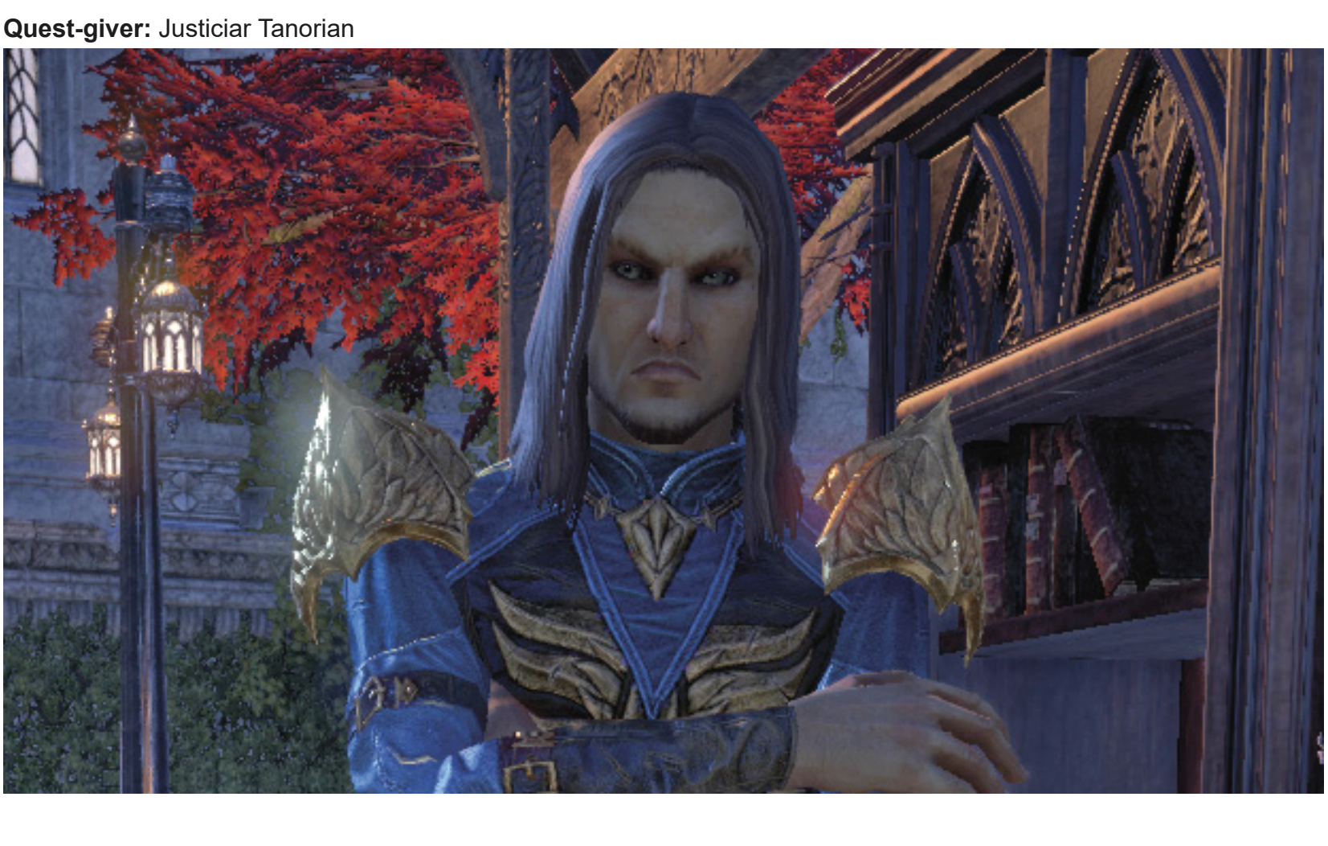
After inspecting all three clues, speak with Mehdze. He will ask how he should utilize the information found in the ruins. Answer him with whatever answer you feel strongest about. The quest will conclude shortly after you give your answer.

PILGRIMAGE'S END (DAILY)

- **Location:** In the center of Alinor



- **Quest-giver:** Justiciar Tanorian

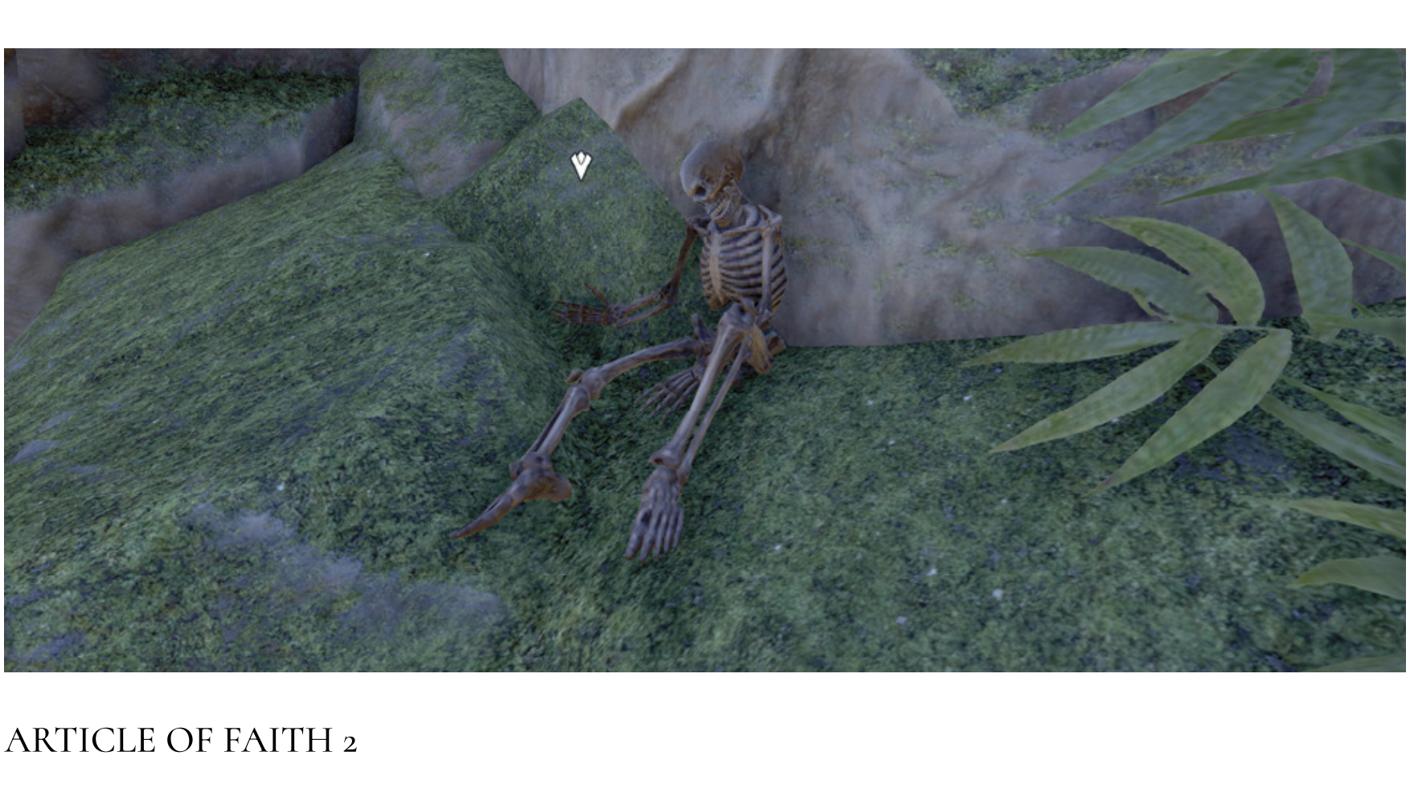


Description: Five pilgrims lost their lives and Justiciar Tanorian wants you to reclaim their Articles of Faith. These can be hard to see, but when you're near one of them, an objective marker will appear above it.

We suggest starting this quest from the west side of King's Haven Pass. It will save you the hassle of having to backtrack later.

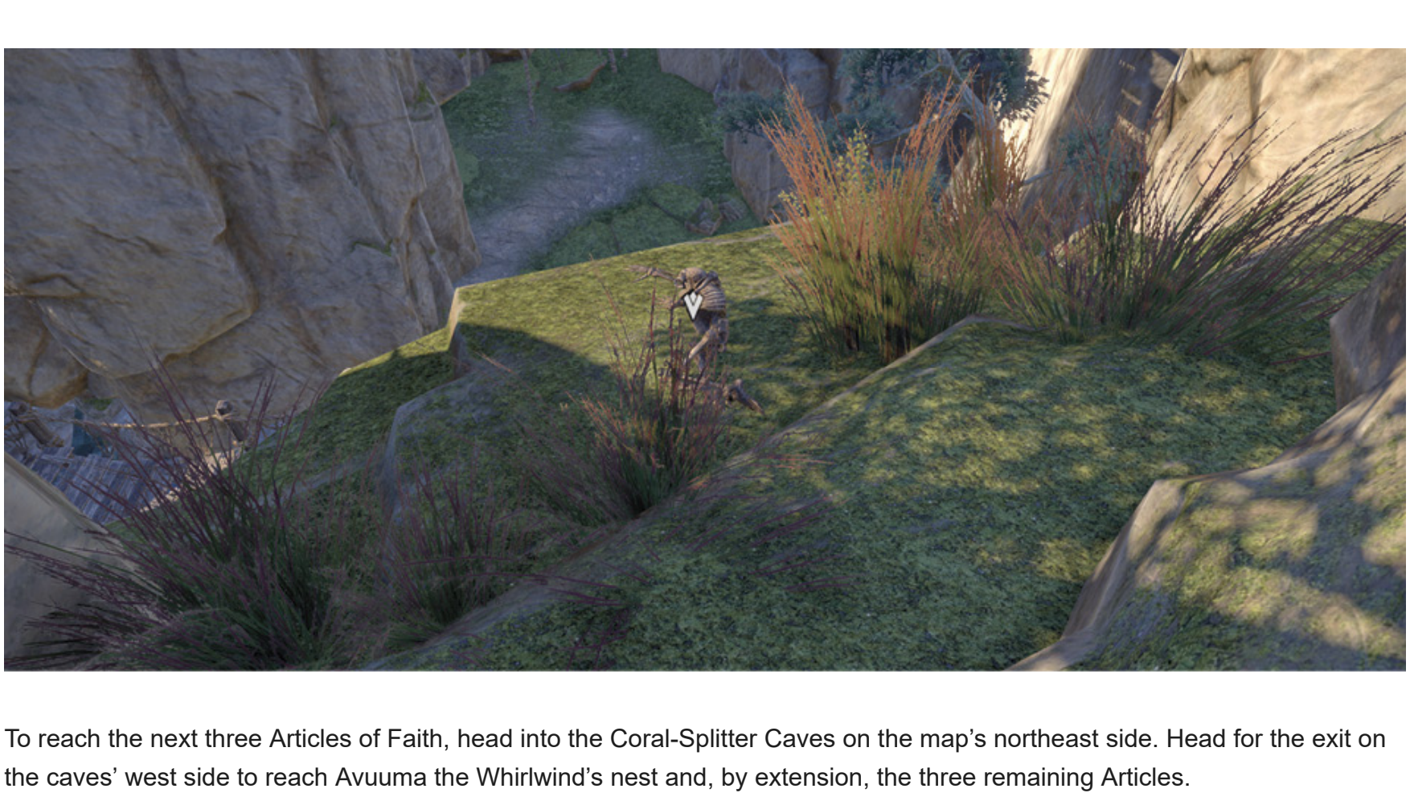
ARTICLE OF FAITH 1

If you entered King's Haven Pass from its western entrance, you'll find this skeleton above the small waterfall straight ahead after entering the delve.



ARTICLE OF FAITH 2

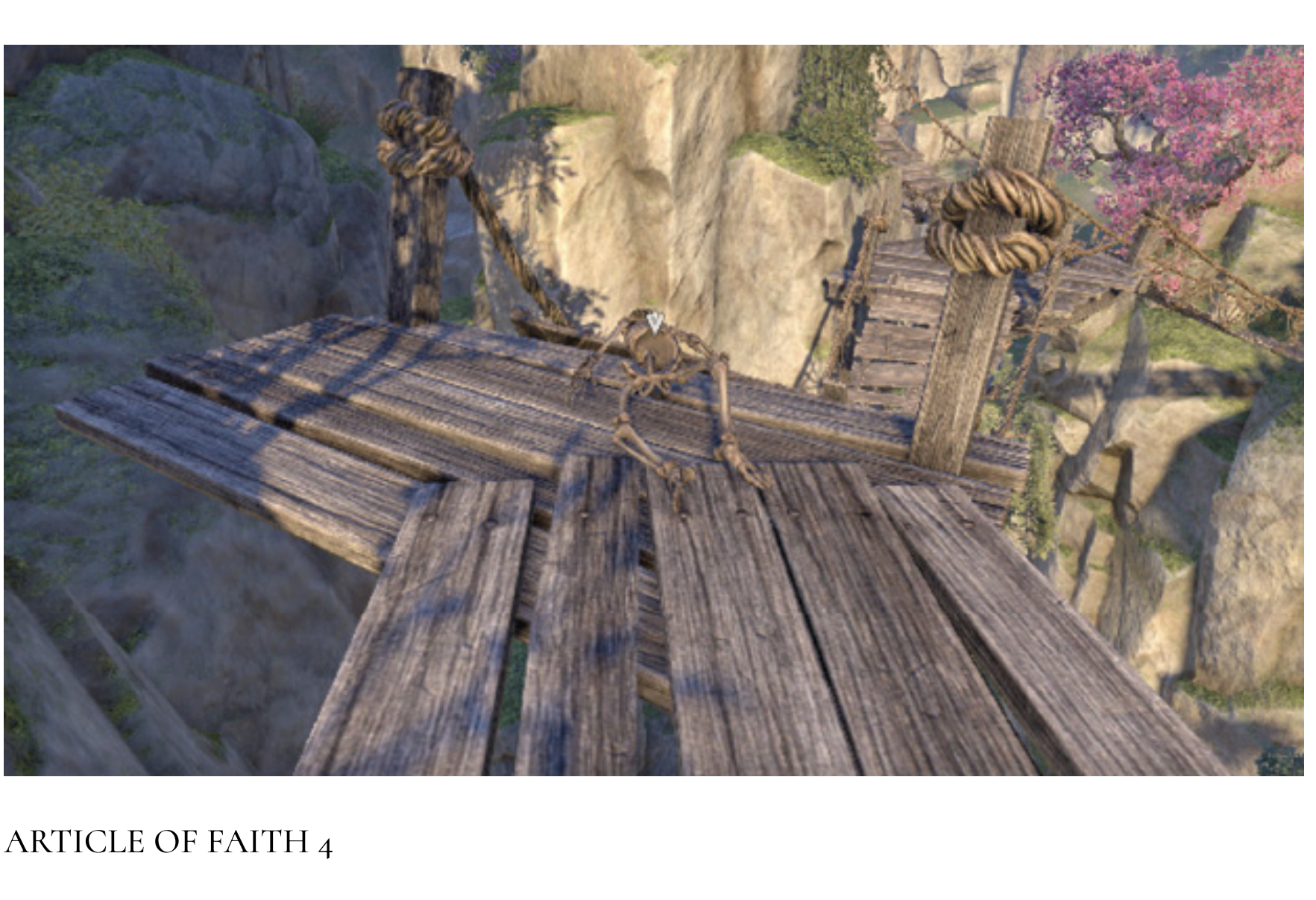
You can find this Article behind the broken wagon to the right of the bridge atop the hill on the delve's west side.



To reach the next three Articles of Faith, head into the Coral-Splitter Caves on the map's northeast side. Head for the exit on the caves' west side to reach Avuuma the Whirlwind's nest and, by extension, the three remaining Articles.

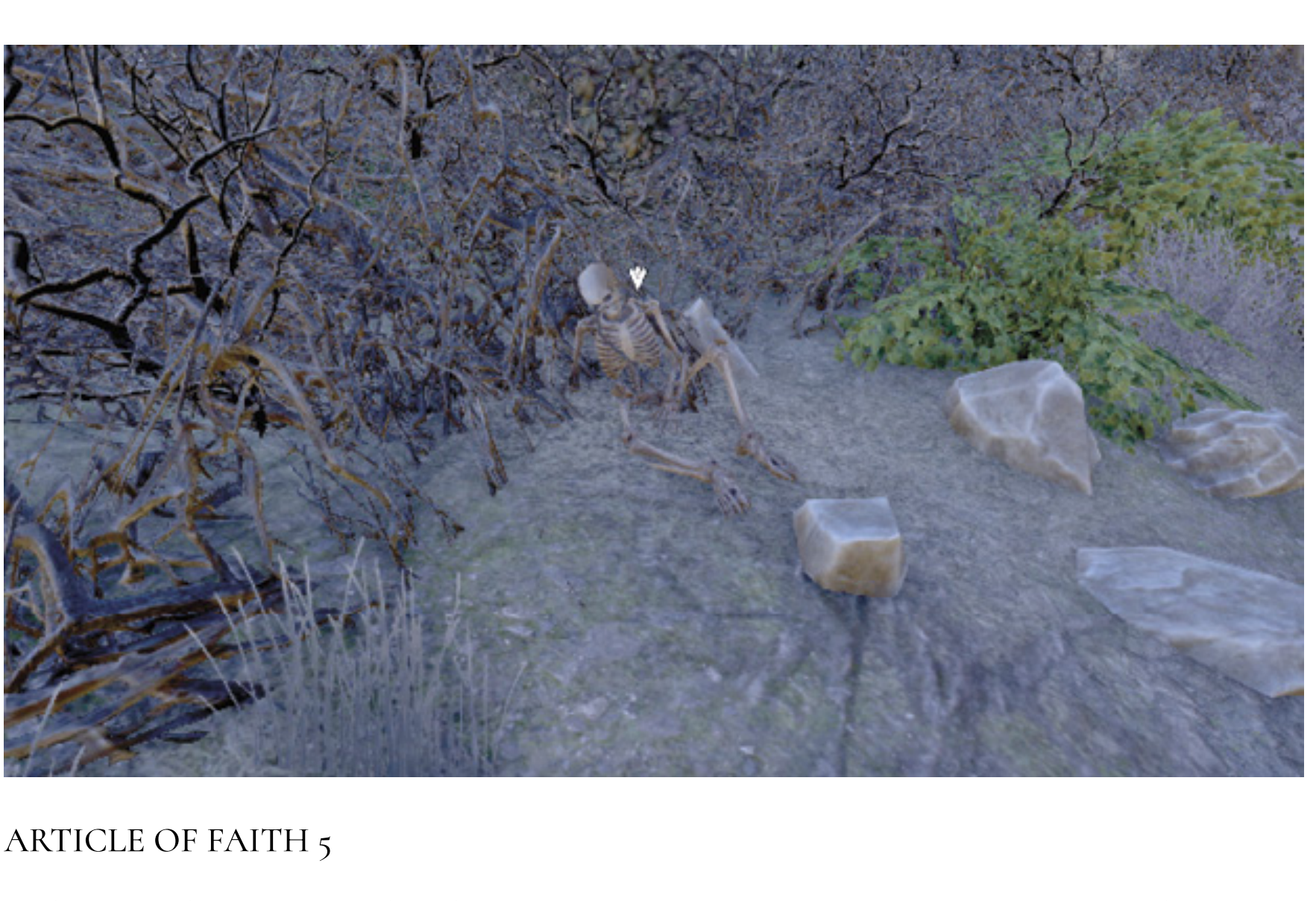
ARTICLE OF FAITH 3

The third article is on a ledge to the left after exiting the Coral-Splitter Caves' west exit.



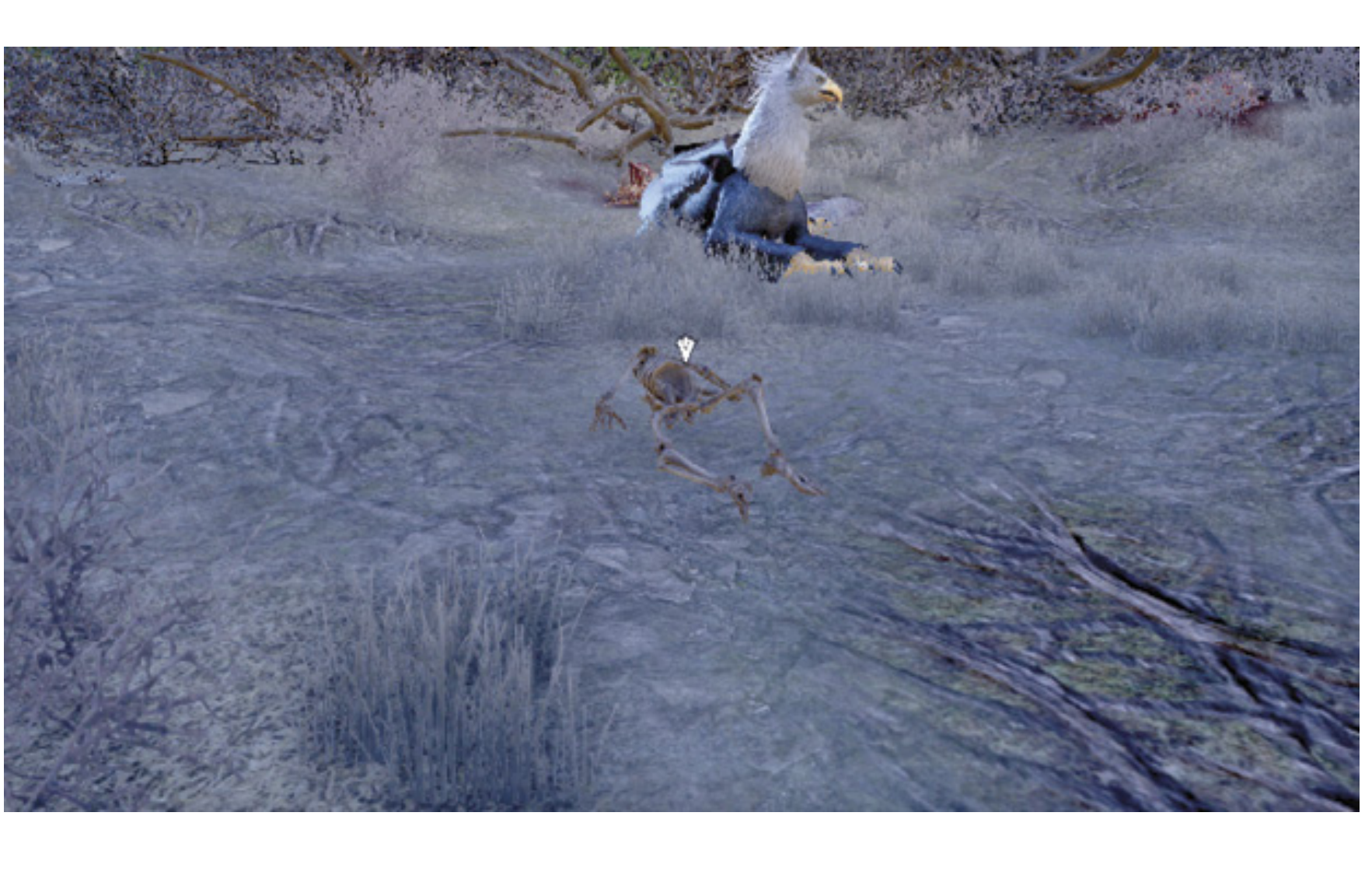
ARTICLE OF FAITH 4

The next Article is sitting on the left side of Avuuma the Whirlwind's nest, immediately after you enter it.



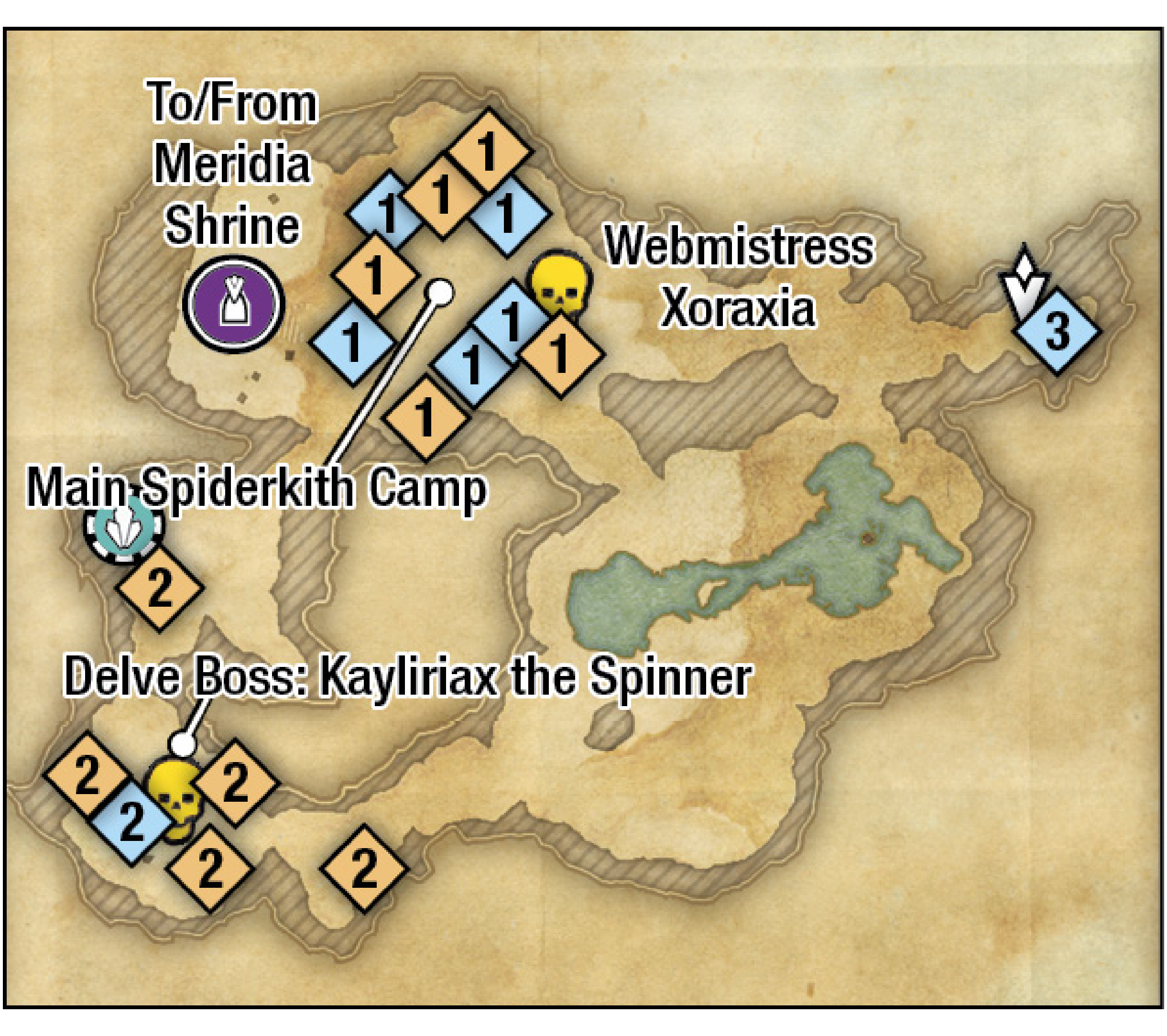
ARTICLE OF FAITH 5

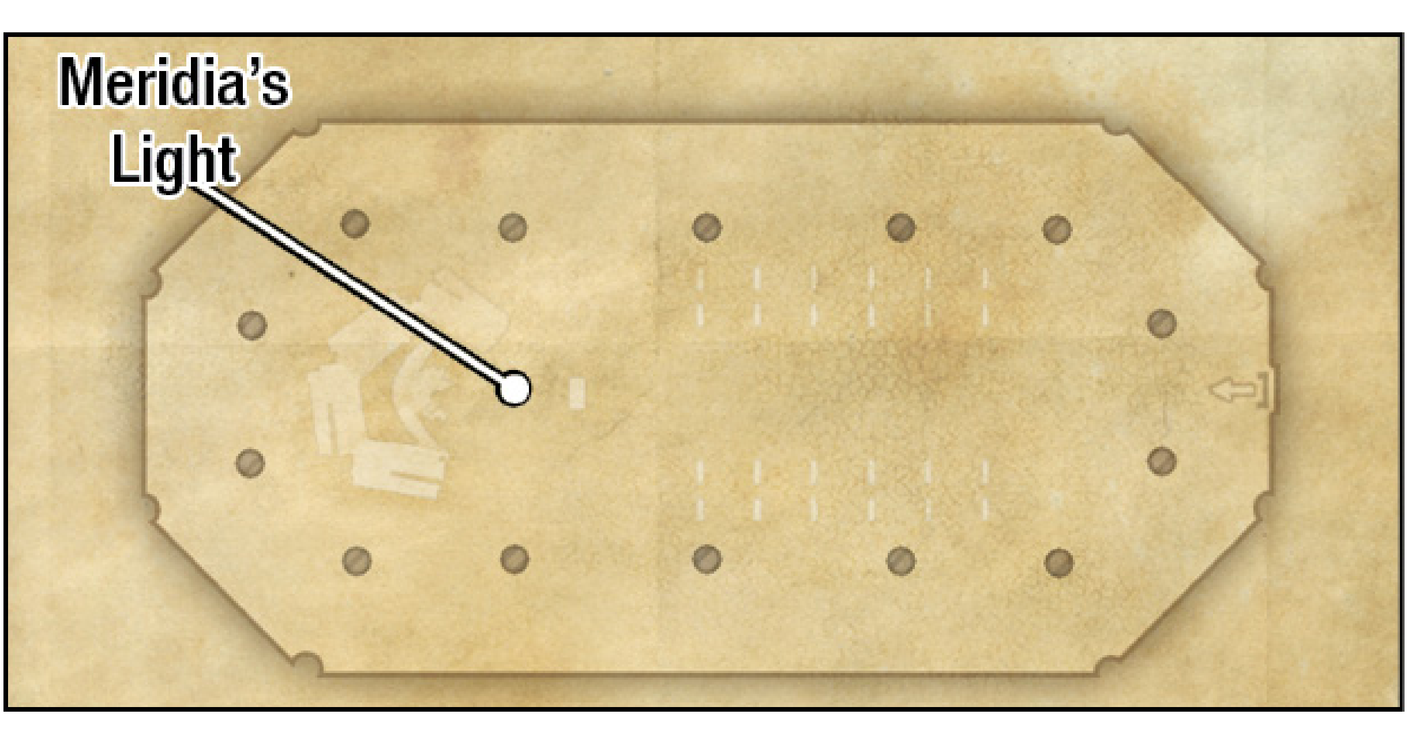
The final Article of Faith is directly in front of Avuuma. There's no way to sneak past Avuuma, so be prepared to fight.



Delves

Eton Nir Grotto

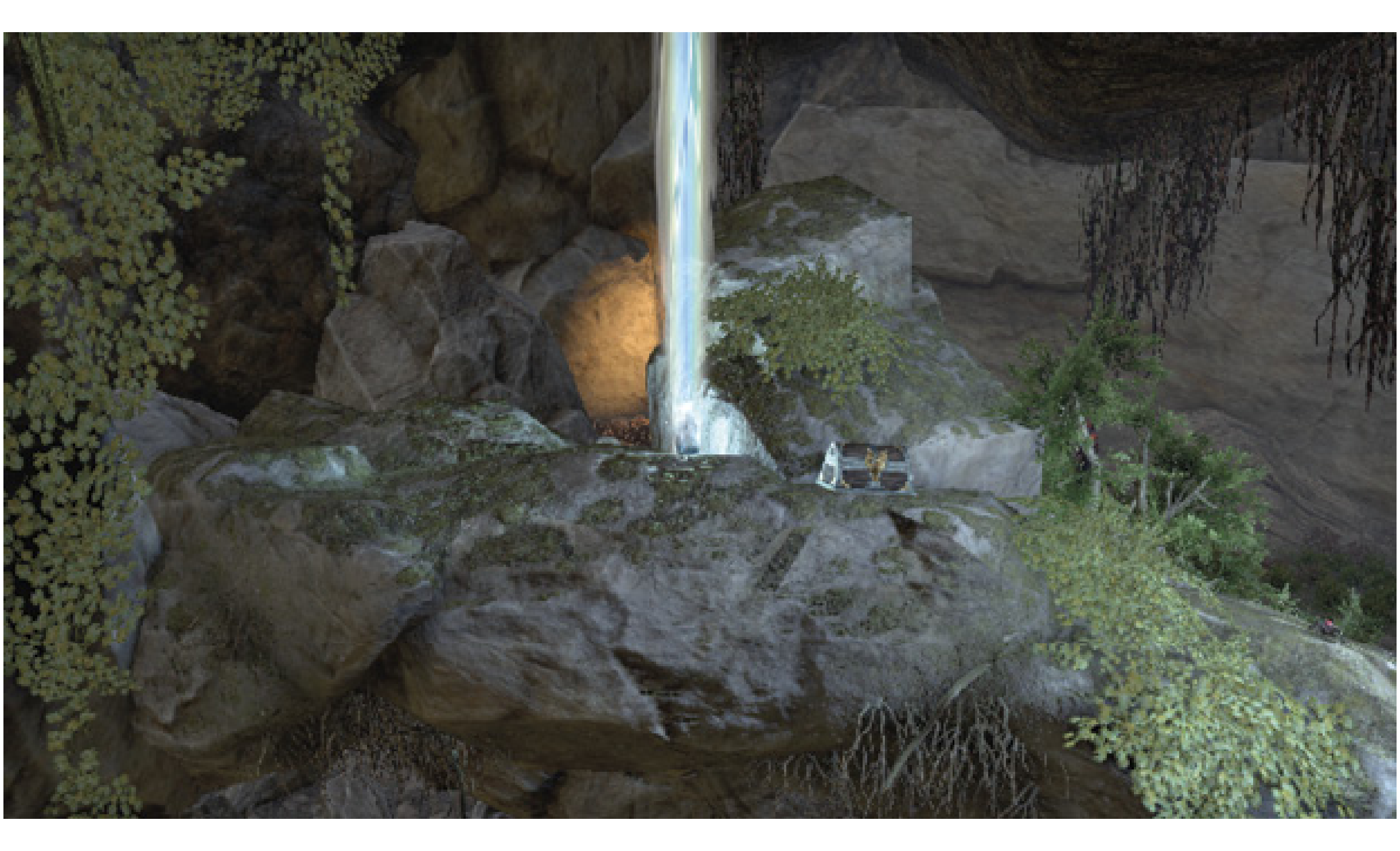




1	Looting the Light: Tokens of Meridia
1	Snuffing out the Light: Scriptures of Meridia
2	Snuffing out the Light: Cocoons

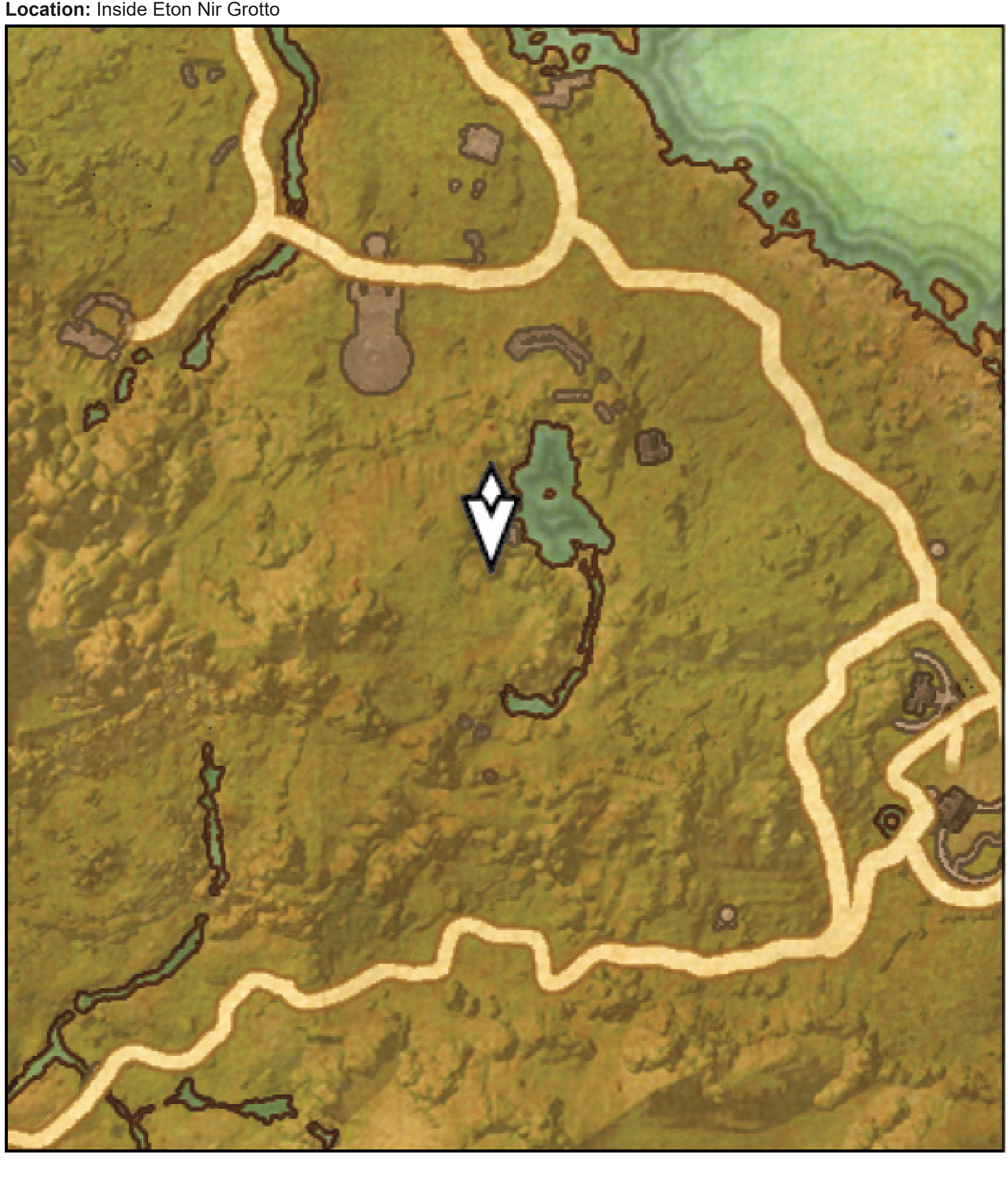
DELVE BOSS: KAYLIRIAX THE SPINNER

SKYSHARD



LOOTING THE LIGHT

- **Location:** Inside Eton Nir Grotto

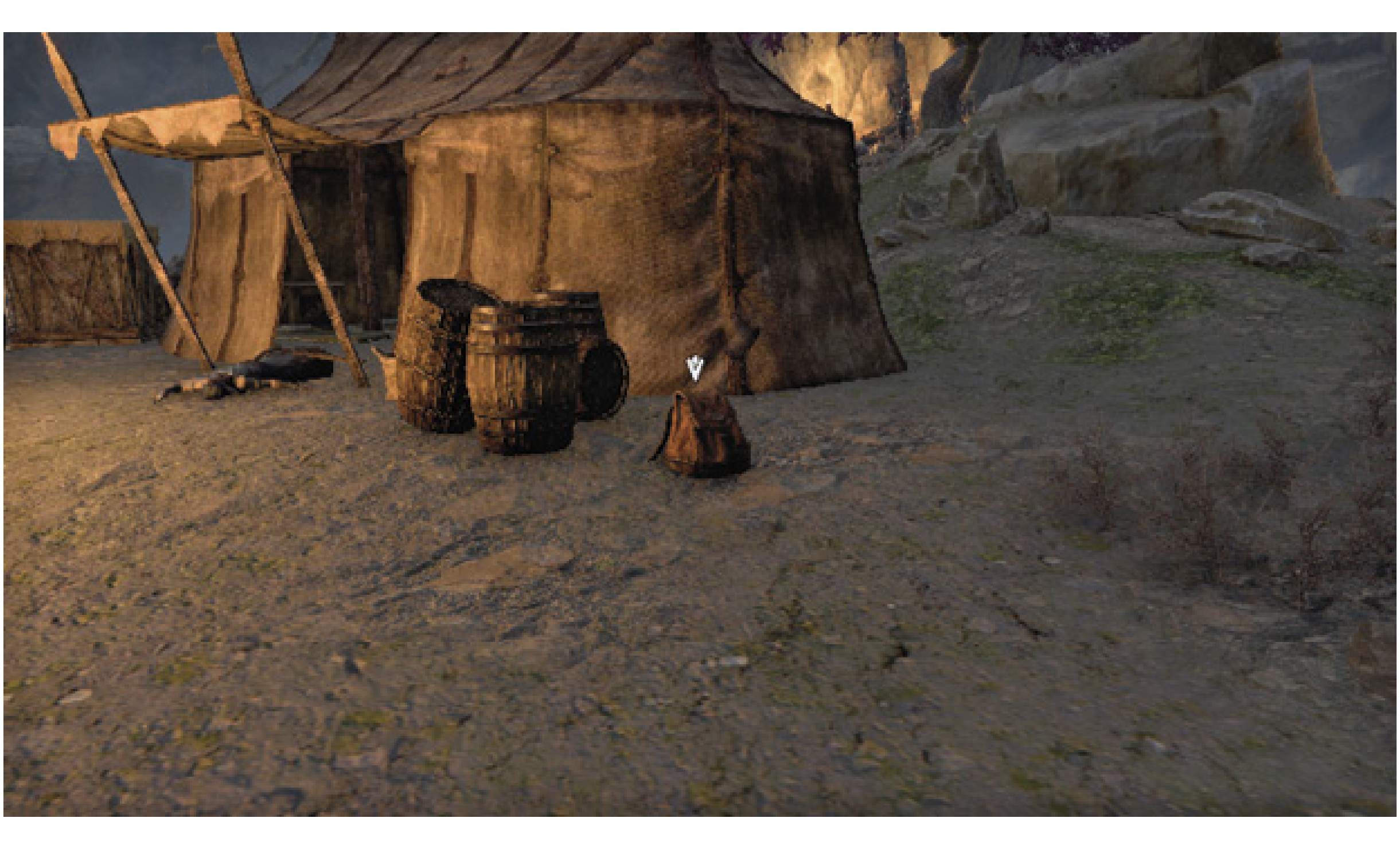


- **Quest-giver:** Seeks-the-Dark

Description: Seeks-the-Dark's apprentice has gone missing in the Meridia cultist-filled caverns of Eton Nir Grotto while trying to collect Meridia Tokens. Seeks-the-Dark is not interested in diving into Eton Nir himself, so he's asked you to look for his apprentice for him and collect the tokens she could not. Return to him with tokens in hand and he'll have some coin for you.

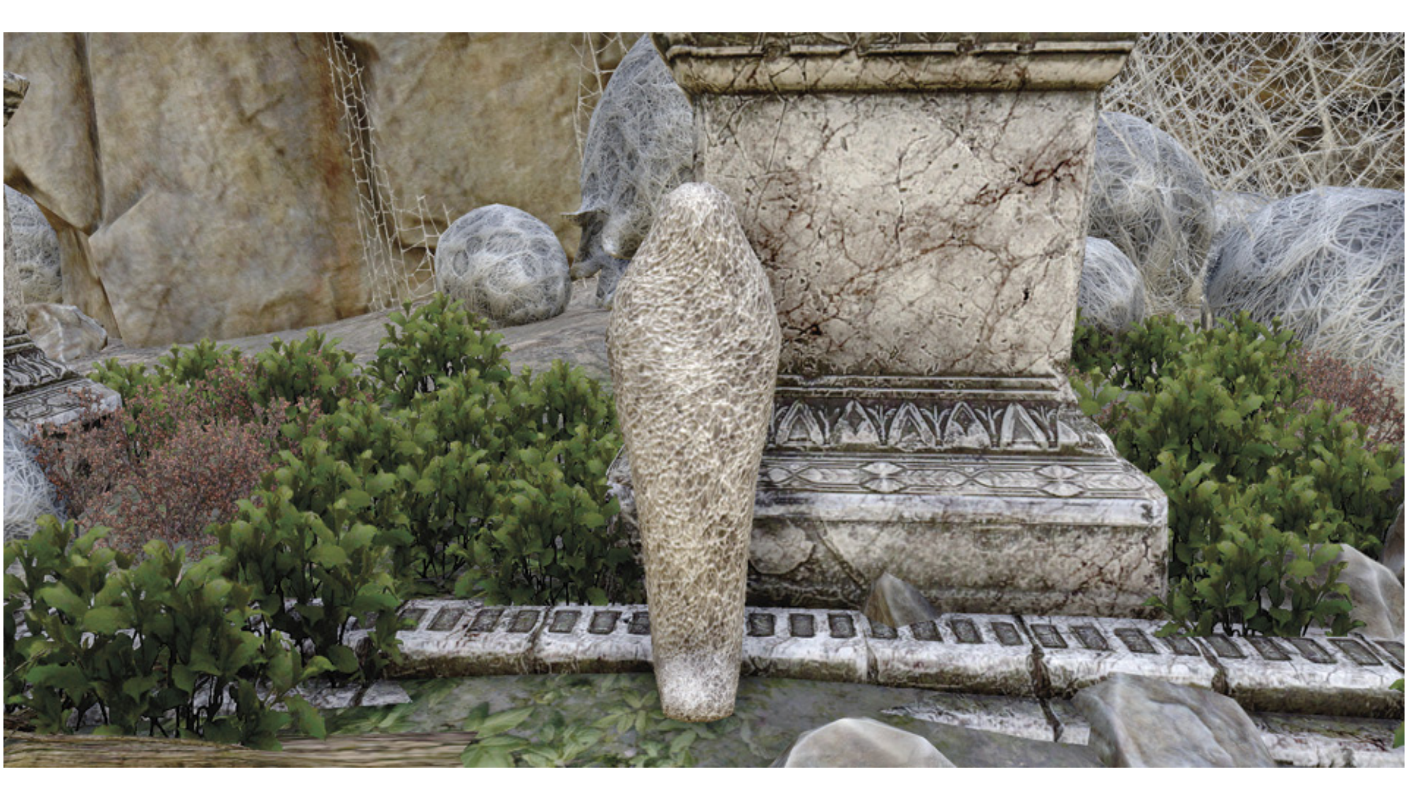
OBTAIN TOKENS OF MERIDIA

The Tokens of Meridia are all inside backpacks surrounding the camp on the delve's north side. Xoraxia is in the center of the camp, so take care not to draw her attention.



FIND ERILTHEL

You can find Erilthel in the delve's southwestern corner in front of Kayliriax the Spinner. You can avoid Kayliriax entirely if you sneak, so don't engage her unless you're looking for a fight.

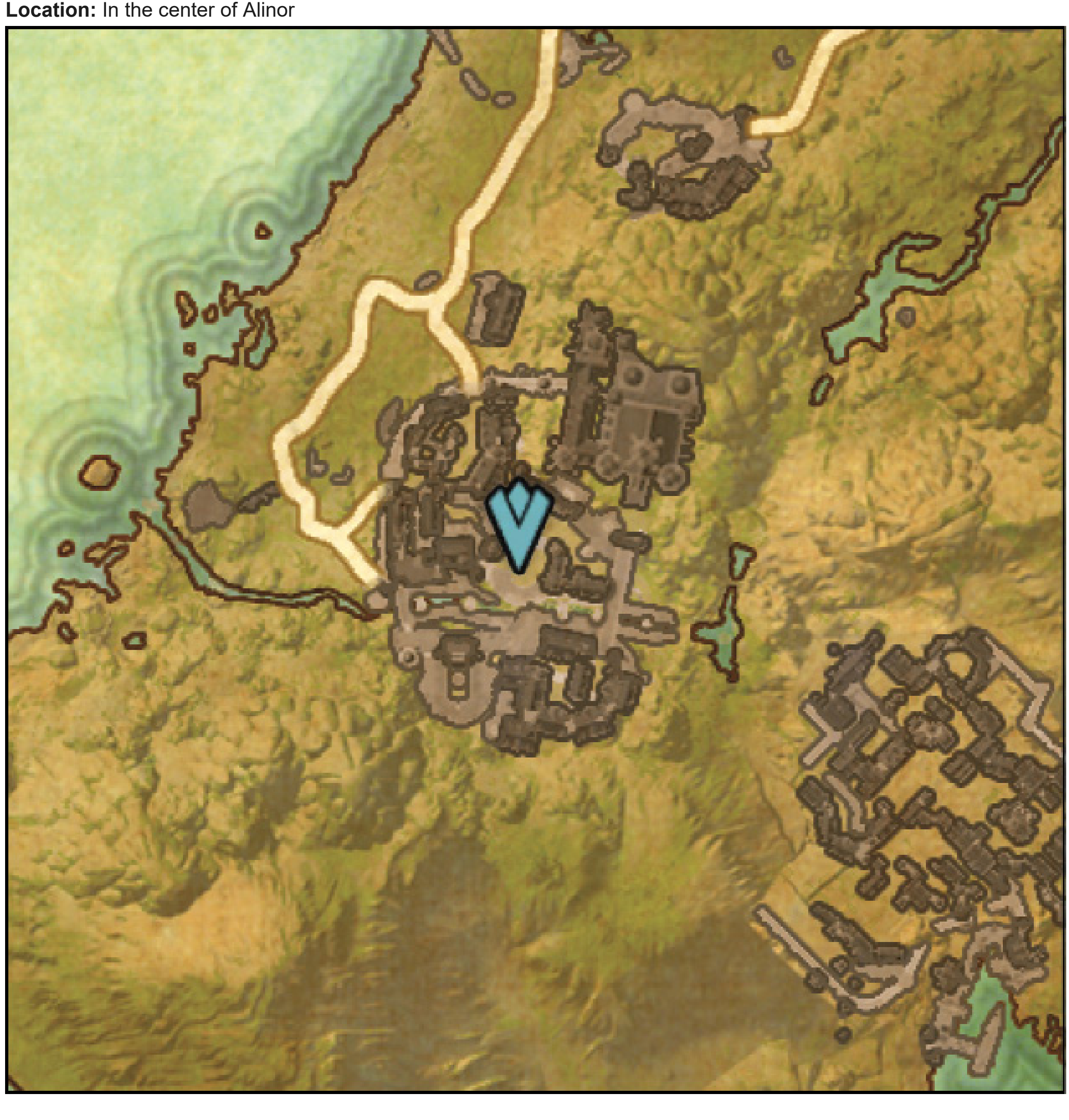


TALK TO SEEKS-THE-DARK

Head back to the entrance and speak with Seeks-the-Dark to wrap up the quest.

SNUFFING OUT THE LIGHT (DAILY)

- **Location:** In the center of Alinor

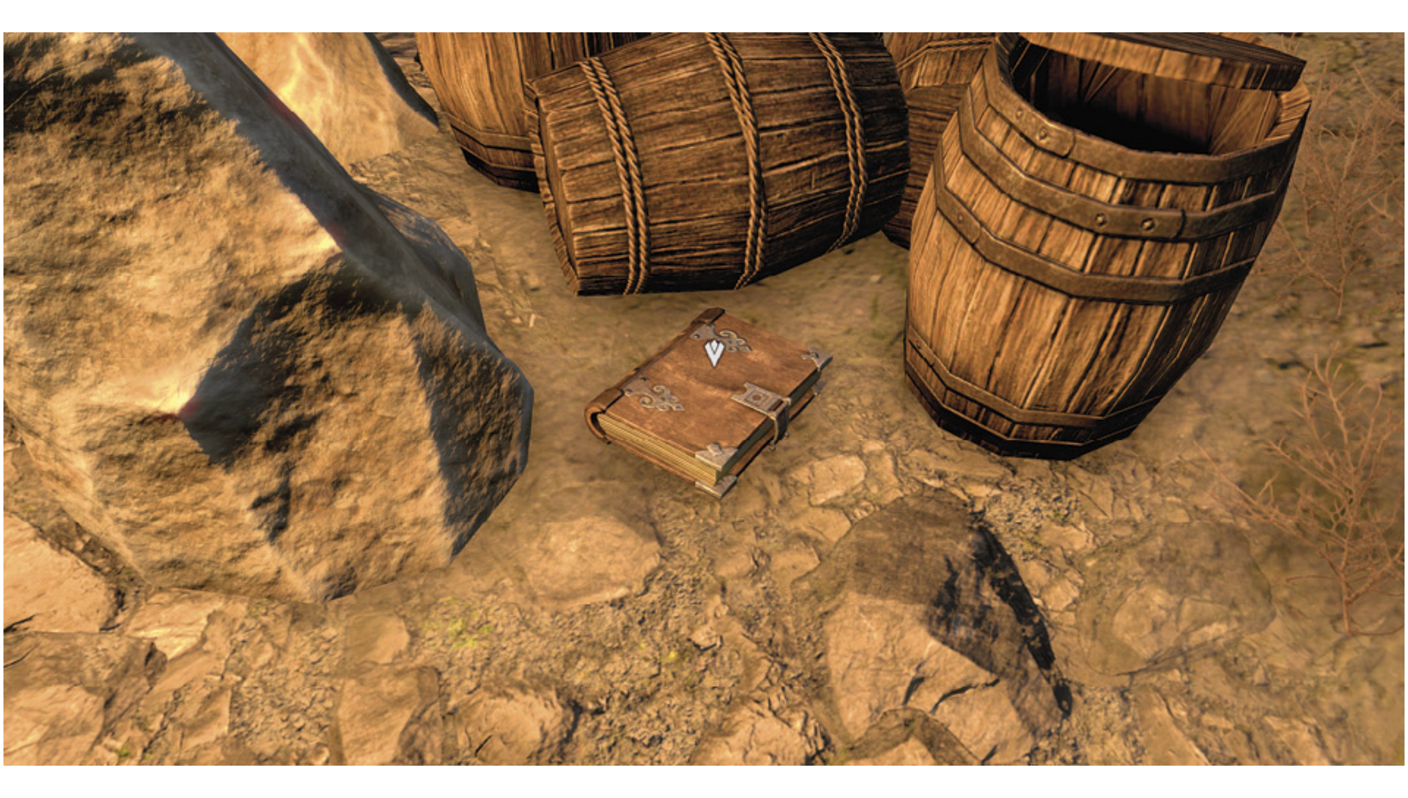


- **Quest-giver:** Justiciar Tanorian

Description: Members of Summerset's Meridia cult have taken up refuge in Eton Nir Grotto, and their Meridia worship has led to the delve filling with daedra. The cultists have largely been exterminated by the daedra, but the daedra have started creating cocoons, which are in turn creating more daedra. Clear the delve of the daedra cocoons and any Meridia cultist texts you stumble upon in Eton Nir Grotto, and Tanorian will reward you handsomely.

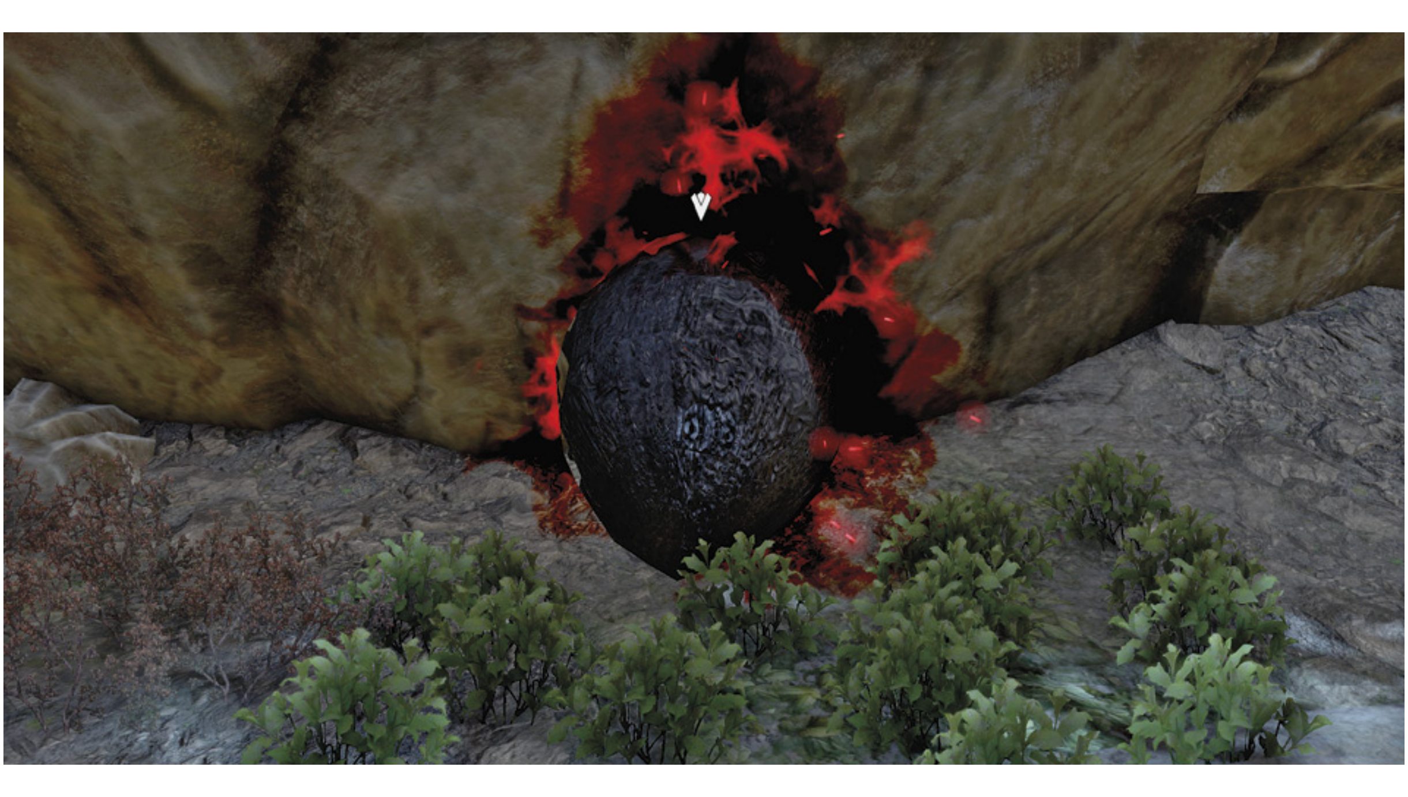
BURN SCRIPTURES OF MERIDIA

All five of the Scriptures of Meridia are on the outskirts of the camp surrounding Webmistress Xoraxia. She's trouble, so be patient and clever to burn the scriptures beneath her notice.



DESTROY COCOONS

Like the scriptures, the cocoons are surrounding an elite enemy—Kayliriax the Spinner, boss of this delve. You'll need to sneak if you want to avoid fighting Kayliriax, though if you want to kill two birds with one stone, you can read our strategy on how to beat her and clear her out right now. If you choose the stealthy approach, stay on the outside of the pillars surrounding the room. You'll have little trouble avoiding her so long as you keep the pillars between you two.



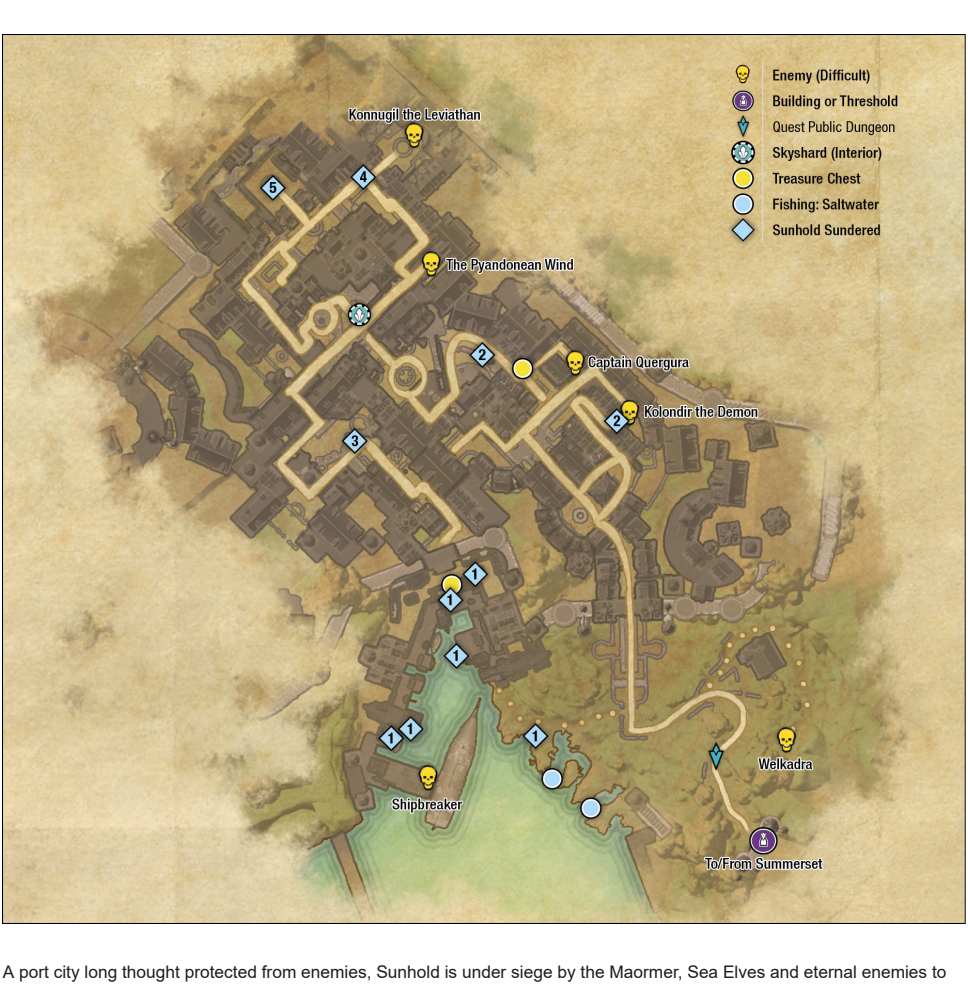
RETURN TO JUSTICIAR TANORIAN

Once you clear the delve of scriptures and cocoons, return to Tanorian in Alinor to complete the quest and claim your reward.

Dungeons and Trials

Introduction

Sunhold, Karnwasten, and Cloudrest make up Summerset's dungeons and trials; Sunhold and Karnwasten are public dungeons best-suited for groups of two or three, and Cloudrest stands as its trial. Each one poses a unique set of challenges, and we've done our best to cover them all.



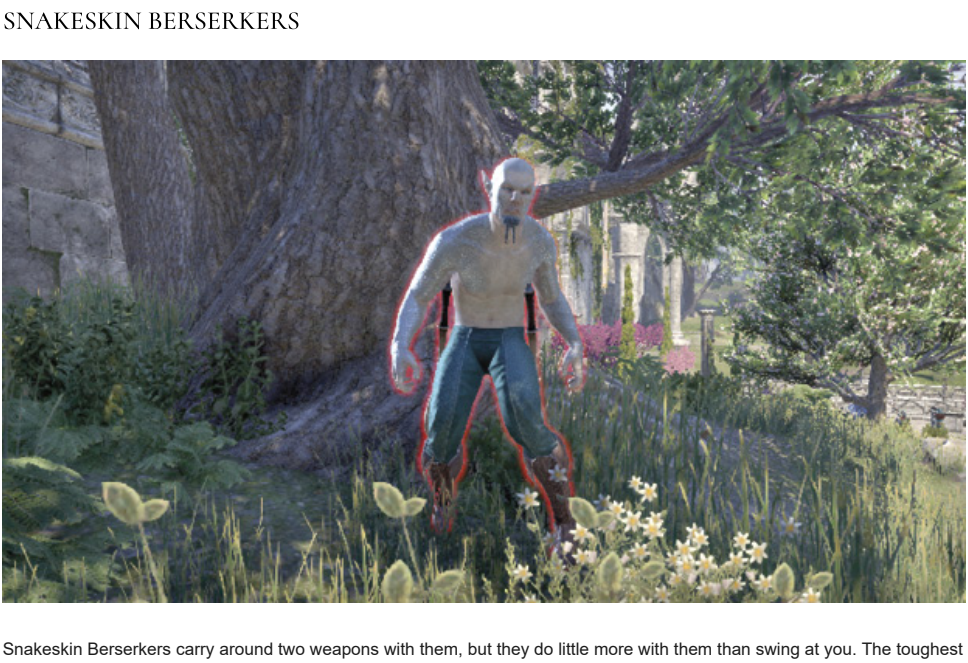
A port city long thought protected from enemies, Sunhold is under siege by the Maormer, Sea Elves and eternal enemies to those living on Summerset. Betrayal has led to their successful invasion, and they've wasted no time fortifying their defenses. What was once a glorious city is now a prison for all of its inhabitants.

Sunhold is completely and fully packed with bosses and elite enemies, like any dungeon should be. While experienced solo players may succeed here if they're careful, Sunhold is recommended for groups, so don't go in alone.

ELITE ENEMIES

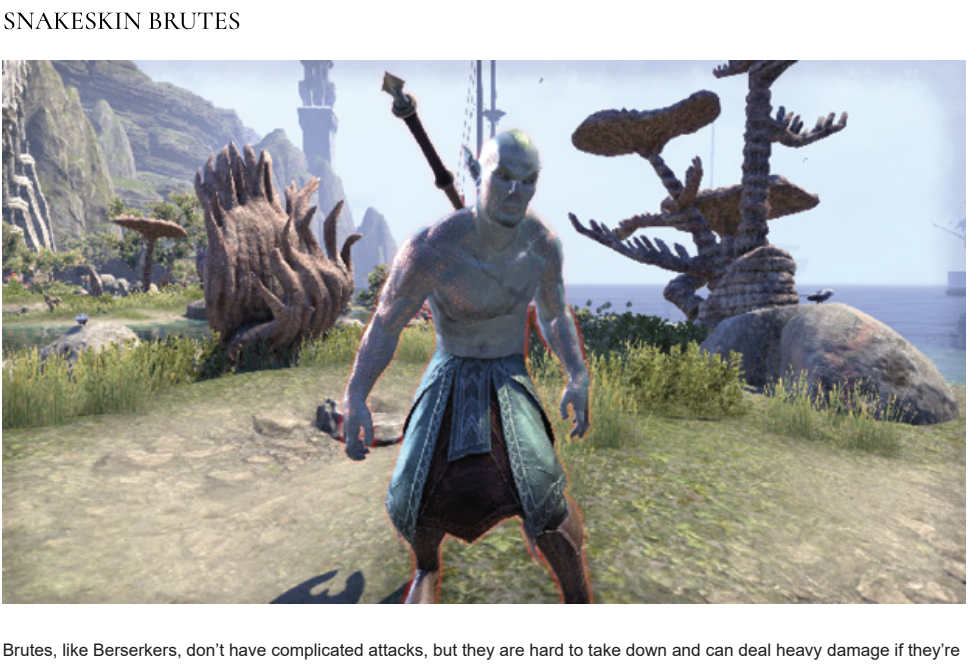
As we mentioned before, Sunhold is absolutely packed with elite enemies and bosses. We've broken down the roster here so you'll have access to a quick reference while traversing this challenging dungeon.

SNAKESKIN BERSERKERS



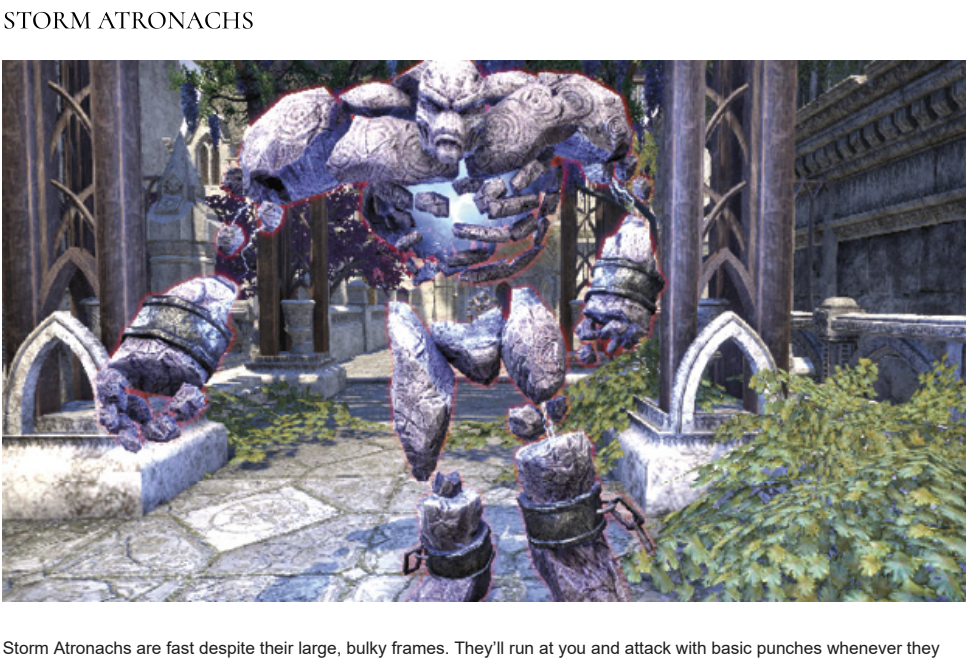
Snakeskin Berserkers carry around two weapons with them, but they do little more with them than swing at you. The toughest part of dealing with these enemies is their large health pool.

SNAKESKIN BRUTES



Brutes, like Berserkers, don't have complicated attacks, but they are hard to take down and can deal heavy damage if they're allowed to hit you with their giant maces. Ideally, you'll want to deal with minor enemies before dealing with Brutes and Berserkers, but sometimes improvisation is necessary.

STORM ATRONACHS



Storm Atronachs are fast despite their large, bulky frames. They'll run at you and attack with basic punches whenever they get in melee range.

They'll also perform an electrical discharge attack whenever they start charging an interruptible attack. If you aren't able to perform an interrupt in time, they'll release electricity in a wide radius around them and release electricity balls that will scatter across the ground. It's a tough attack to avoid in enclosed spaces, but if you put distance between you and the Atronach, you'll have a good shot at staying unharmed. If you aren't so lucky, however, you'll receive a movement speed debuff for a short period of time after taking damage.

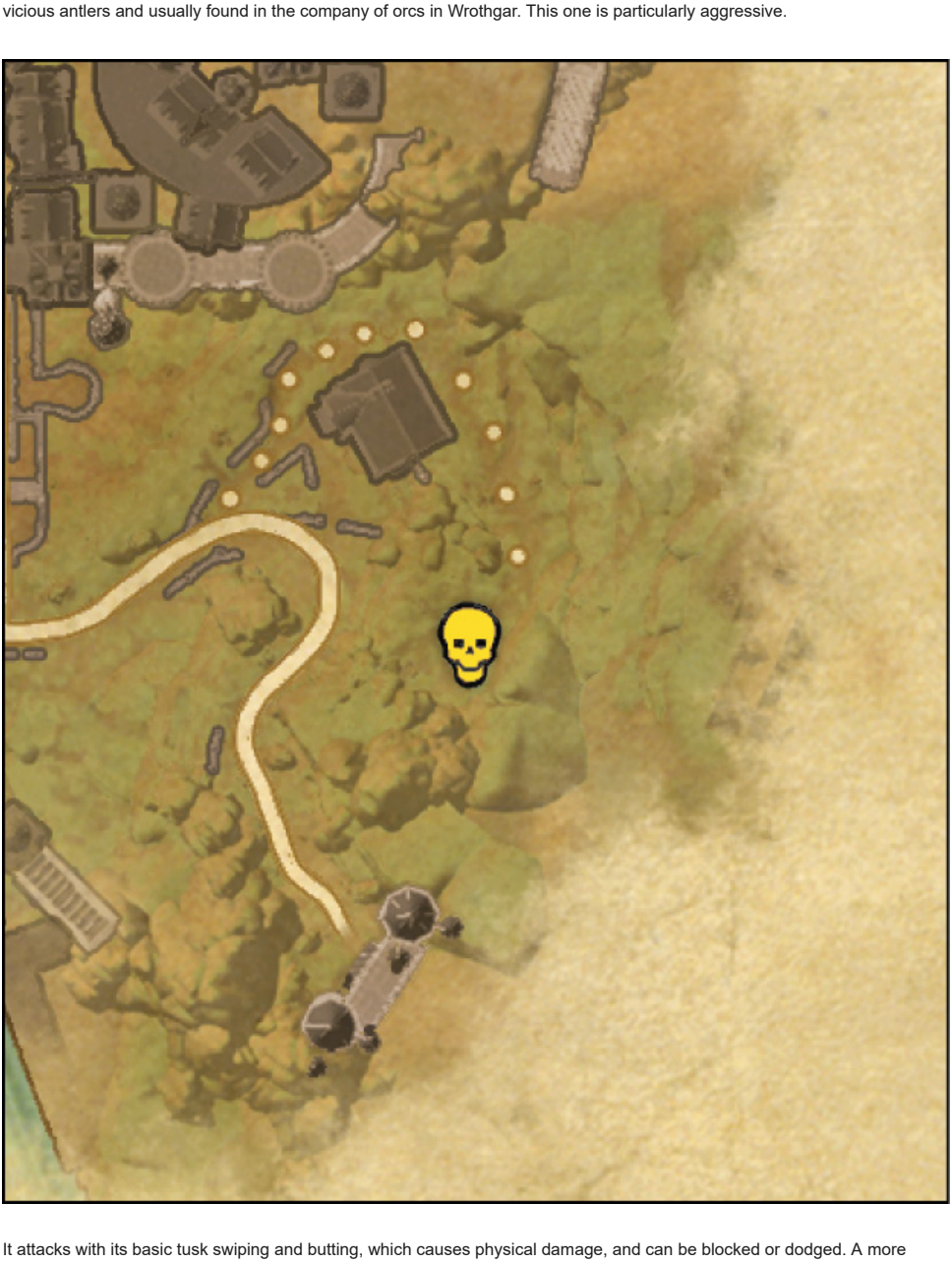
Storm Atronachs can also shoot lightning balls across the ground directly at you. These will move in a straight line, so you can easily avoid them if you're paying attention. They do move incredibly fast, however, so be quick to get out of the way. Like the interruptible attack, this projectile will also put a movement speed debuff on you if you're unlucky enough to take a hit from it.

DUNGEON BOSSES

No dungeon would be complete without a handful of dungeon bosses to accompany it, and Sunhold has them in spades. There are a total of six, not including the boss of the "Sunhold Sundered" quest, which we cover in that quest's section. Each boss will drop either a Gryphon's Ferocity, Wisdom of Vanus, or a Grace of Gloom piece of set equipment, so it's well worth it to fight them multiple times.

WELKADRA

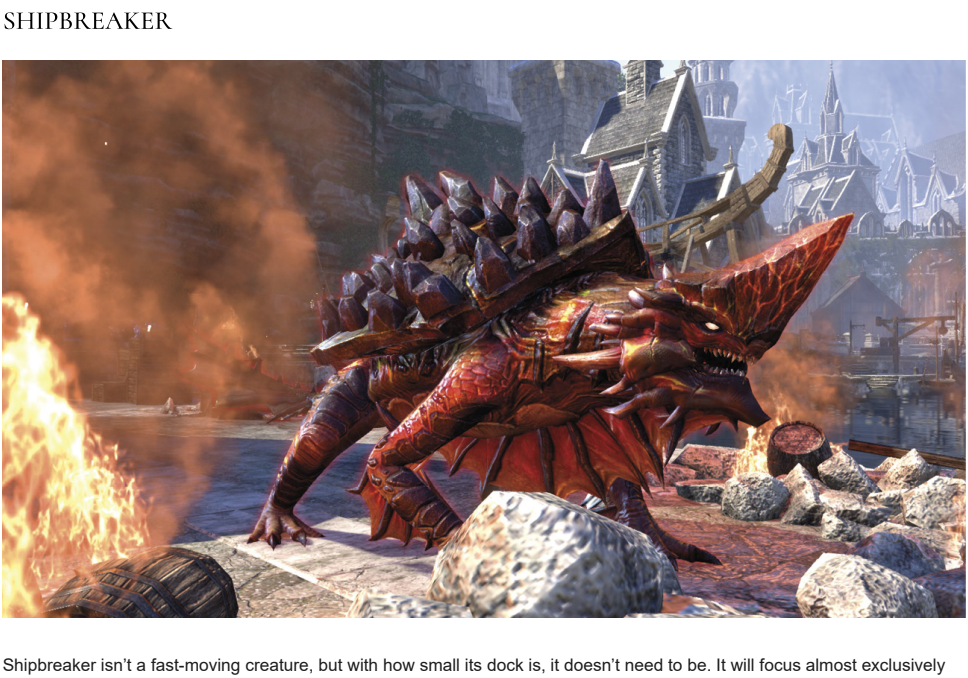
Welkadra is an often-overlooked Champion, found in an upper pen outside of the city walls, up a short hill to the south of the stone house and just north of the quest giver. Welkadra is a ferocious Boss Echatere; a tusked quadrupedal creature sporting vicious antlers and usually found in the company of orcs in Wrothgar. This one is particularly aggressive.



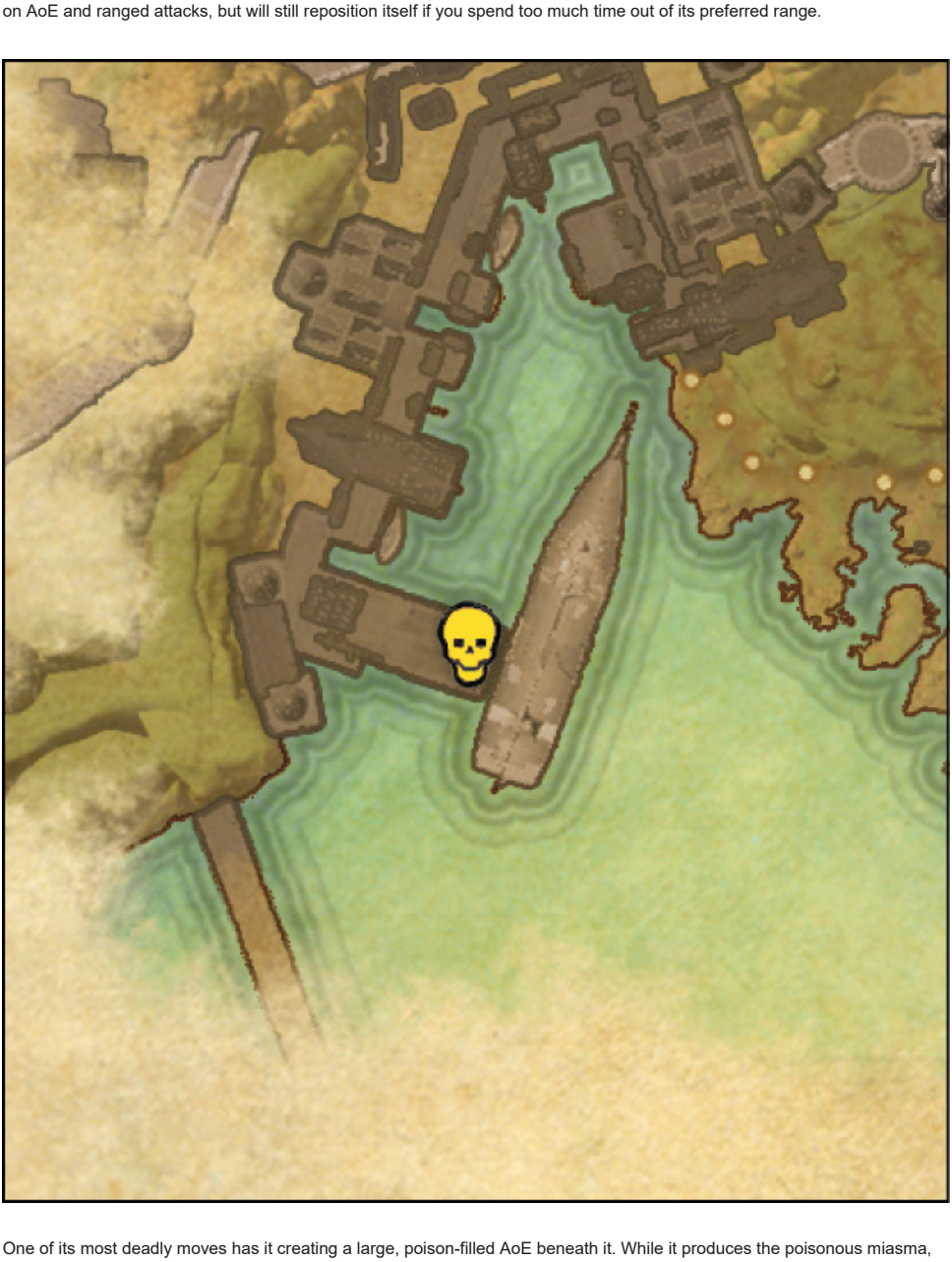
It attacks with its basic tusk swiping and butting, which causes physical damage, and can be blocked or dodged. A more damaging blow is its Headbutt, which can cause knockdown (in all victims to the front of the strike). Step out of the red cone of influence to avoid this. It is also adept at a multiple Shockwave ground pound, dropping its heavy hooves to the earth and sending out multiple small AoE waves that inflict physical damage to anyone within the circle. Expect to be staggered, too.

Finally, Welkadra can summon a revolting projectile from its maw, spitting it directly at a single victim, which causes moderate physical damage and may stagger. Simply dodging or sidestepping this spittle is the optimal plan.

SHIPBREAKER



Shipbreaker isn't a fast-moving creature, but with how small its dock is, it doesn't need to be. It will focus almost exclusively on AoE and ranged attacks, but will still reposition itself if you spend too much time out of its preferred range.

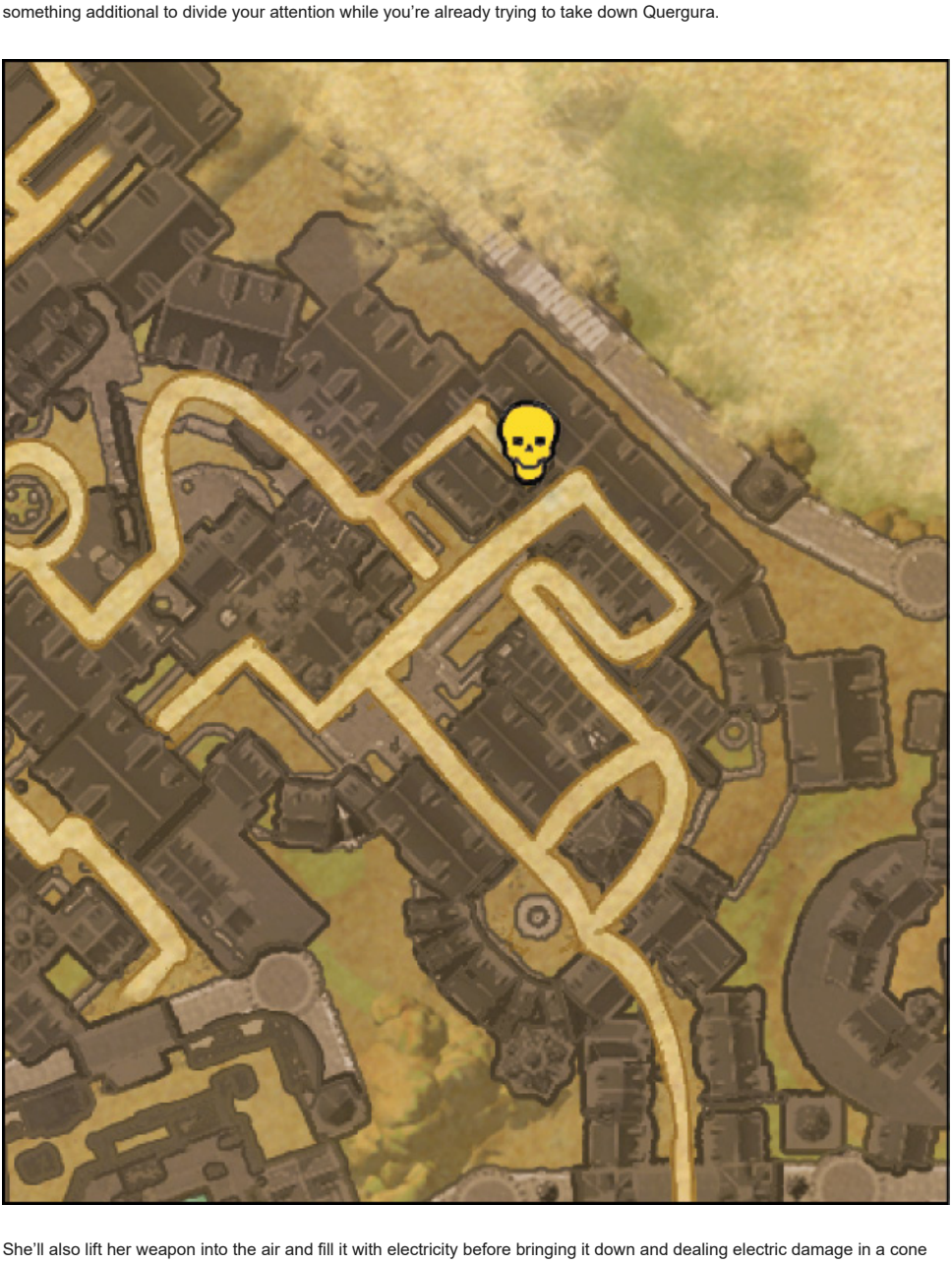


One of its most deadly moves has it creating a large, poison-filled AoE beneath it. While it produces the poisonous miasma, poison projectiles will roll across the ground toward you and your party. These don't move particularly fast, but given your limited range of movement on the dock, they can be difficult to avoid. If you know it's coming, then you'll be fine; just keep your eyes off on that giant poison AoE.

If you see Shipbreaker bury its head into the ground, either race behind it or get your shield up. It will shoot back out of the ground, shooting five projectiles in a forking pattern as it comes up. These come out incredibly quick, so avoidance without blocking comes down to luck more than skill.

CAPTAIN QUERGURA

Captain Quergura's moveset focuses on lightning attacks above all else. She'll often shoot a bolt of lightning into the air; when it hits the ground, it shoots out lightning balls around the floor. These balls don't move particularly fast, but they do add something additional to divide your attention while you're already trying to take down Quergura.



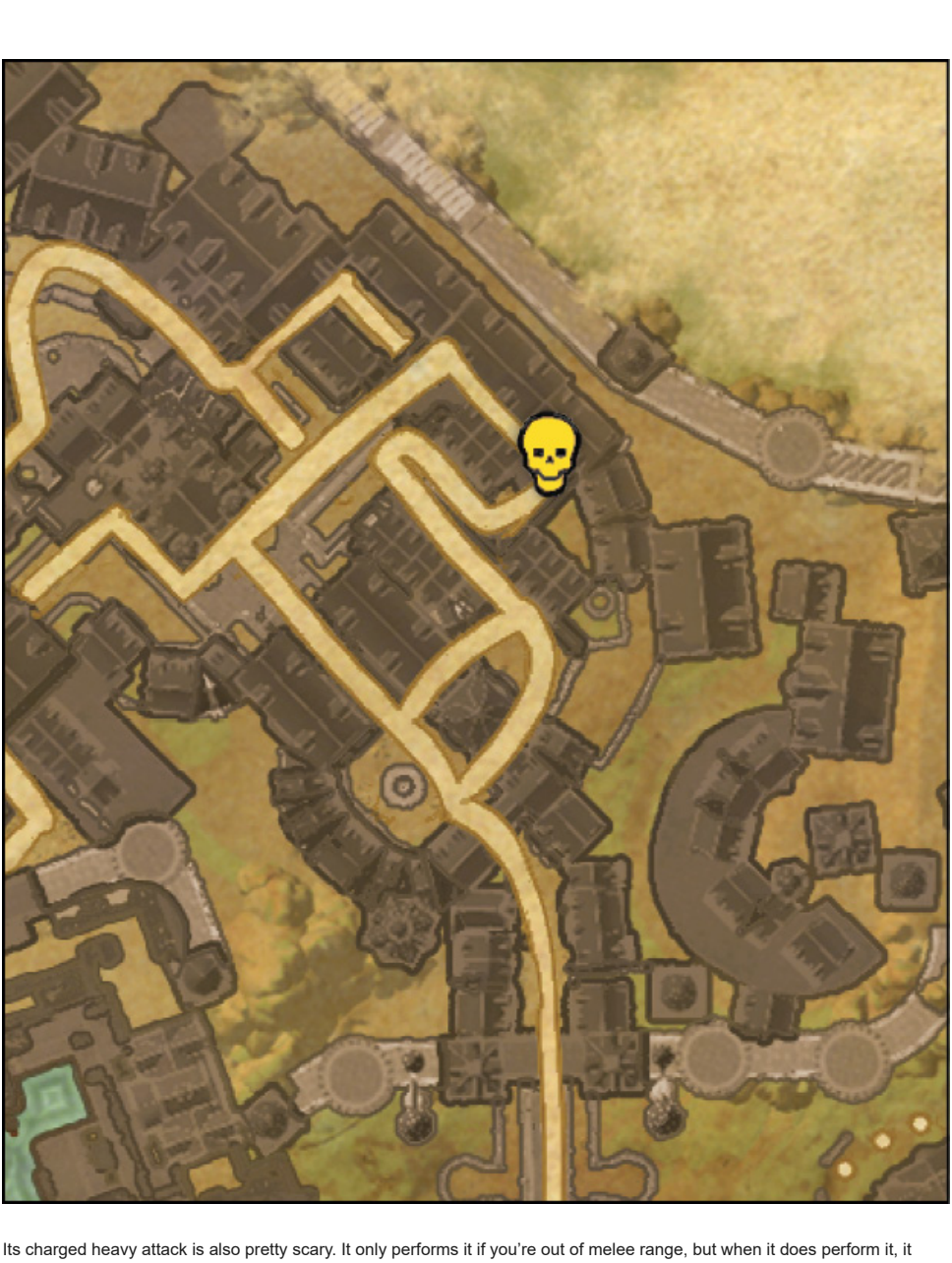
She'll also lift her weapon into the air and fill it with electricity before bringing it down and dealing electric damage in a cone radius in front of her.

Quergura will also occasionally leap into the air, then slam down on the ground, dealing damage in a wide radius around her impact point. If you see her leap into the air, start moving. The closed space you fight her in can make avoiding the attack tougher than you might expect.

She'll also shoot small lightning bolts and hit you with her axe as her basic attacks. The real worry is when she begins charging her interruptible attack. She'll lift her axe into the air and call down a burst of lightning around her, which will damage anyone unfortunate enough to be standing next to her when it hits the ground. If she manages to hit you with this attack, you'll be knocked onto the ground for a moment.

KOLONDIR THE DEMON

Kolondir is a tricky beast. At close range it will do little more than nibble on you, but from a distance it will attack ferociously. It also has a spitting attack that will leave a ball of sticky bile on the ground that, when touched, will put a significant speed debuff on you until you roll out of the surrounding area. You can get into a good deal of trouble with this attack, so be careful.

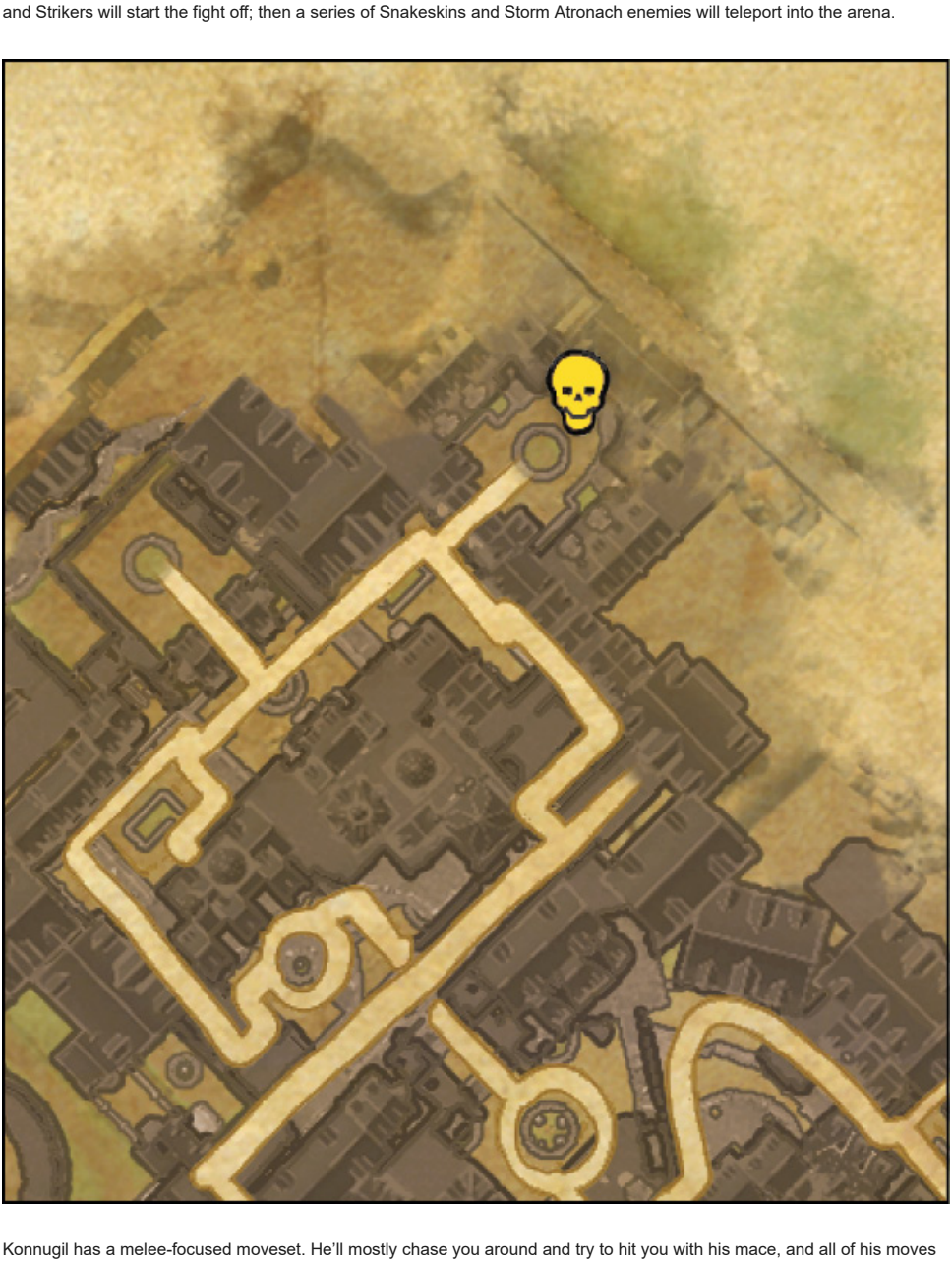


Its charged heavy attack is also pretty scary. It only performs it if you're out of melee range, but when it does perform it, it lunges at you almost faster than you can react, then it coils around you temporarily to deal extra damage. If you can block it in time, you'll be safe from harm, but missing it will cost you dearly.

Aside from doing a basic bite attack, its only other noncharged or special attack is a quickdraw jumping attack that has very little windup and almost no tell. If you're far away from Kolondir, don't take your eyes off of it for a second.

KONNUGIL THE LEVIATHAN

You'll need to fight off a couple waves of enemies before Konnugil will come down to face you. Snakeskin Sailors, Chanters, and Strikers will start the fight off; then a series of Snakeskins and Storm Atronach enemies will teleport into the arena.



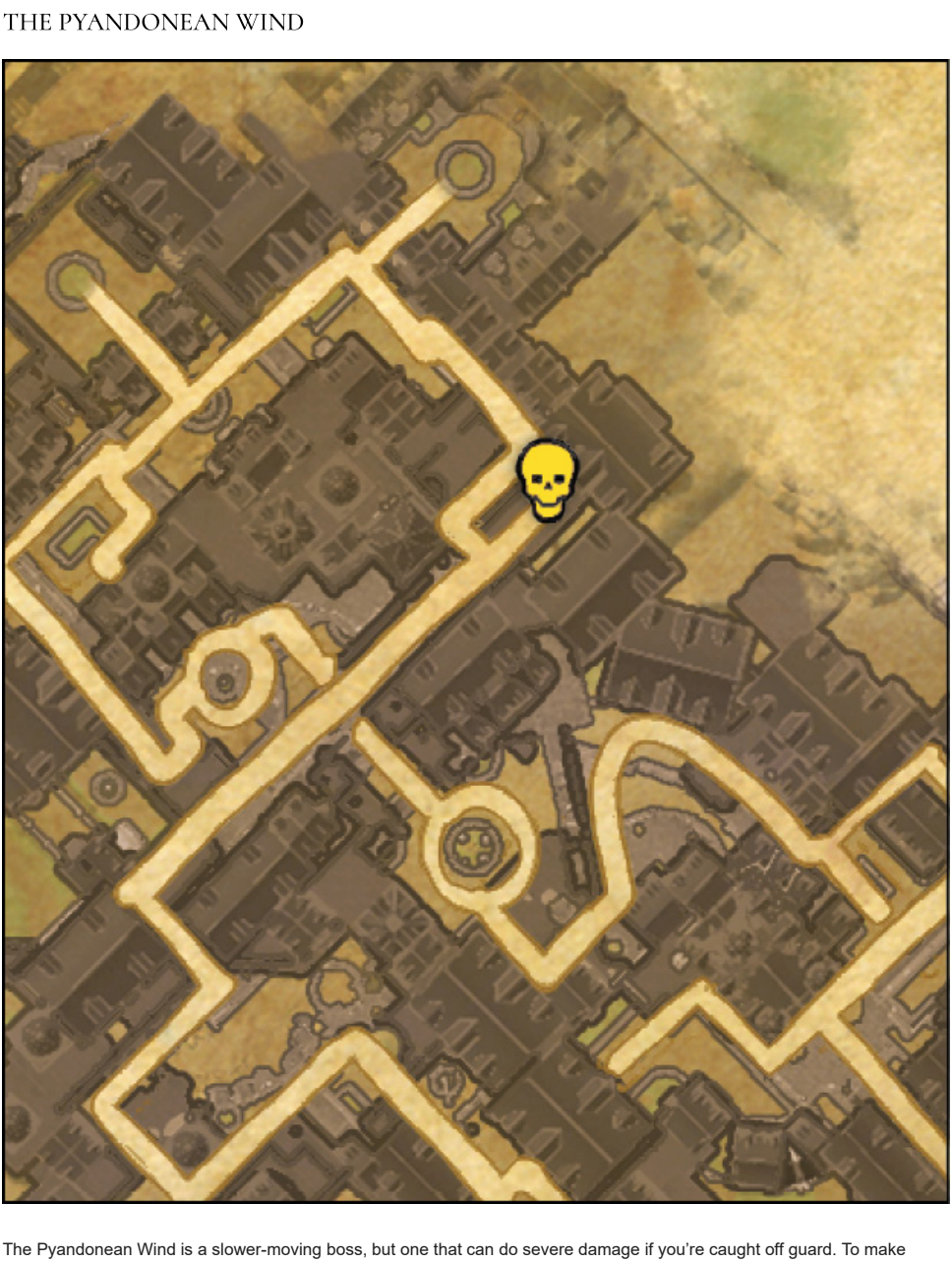
Konnugil has a melee-focused moveset. He'll mostly chase you around and try to hit you with his mace, and all of his moves are focused on close-range damage or closing the gap between you and him.

One of his more common attacks has him leaping into the air, then slamming down on top of you or your party members. If you see him lift his mace in the air and imbue it with electricity, start moving. When he comes back down to the ground, his impact will create a damage AoE around him. So long as you're not holding still, you'll have an easy time avoiding this attack.

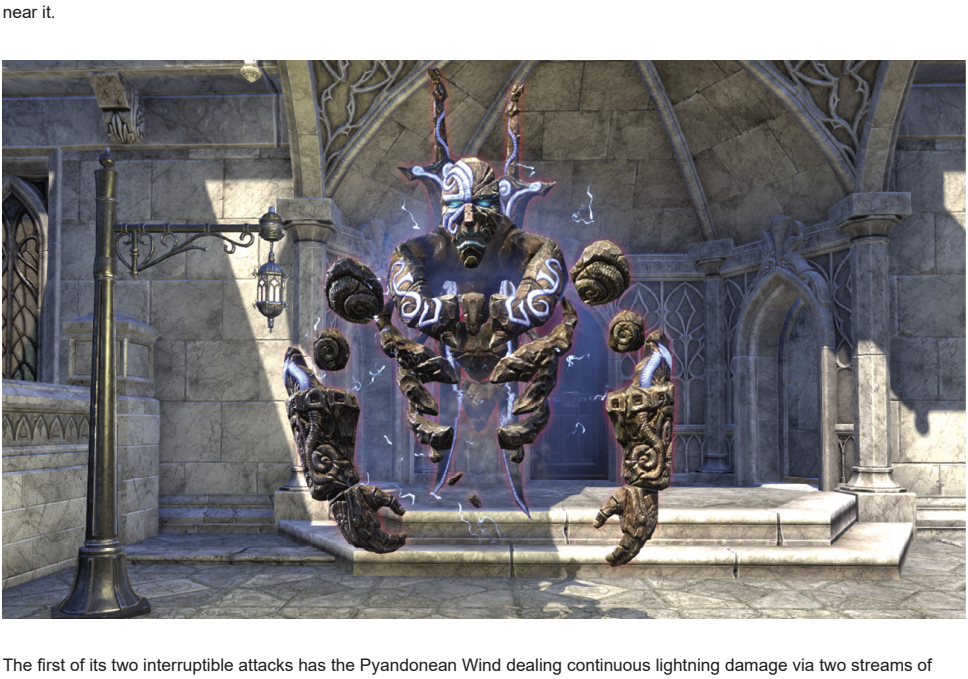
One of the few ranged moves he does is a lightning bolt attack that's unavoidable and will root you in place. Always have a bit of your stamina meter full for this attack. If he roots you, he'll have free rein to deal damage until you can get out of the root.

Defeating Konnugil the Leviathan is a group event that awards you a skill point.

THE PYANDONEAN WIND



The Pyandonean Wind is a slower-moving boss, but one that can do severe damage if you're caught off guard. To make matters worse, it's completely stun-proof. It has two separate interruptible attacks that can deal substantial damage and a charged heavy attack that can hit you at melee or long range. Being far away from this enemy is just as dangerous as being near it.



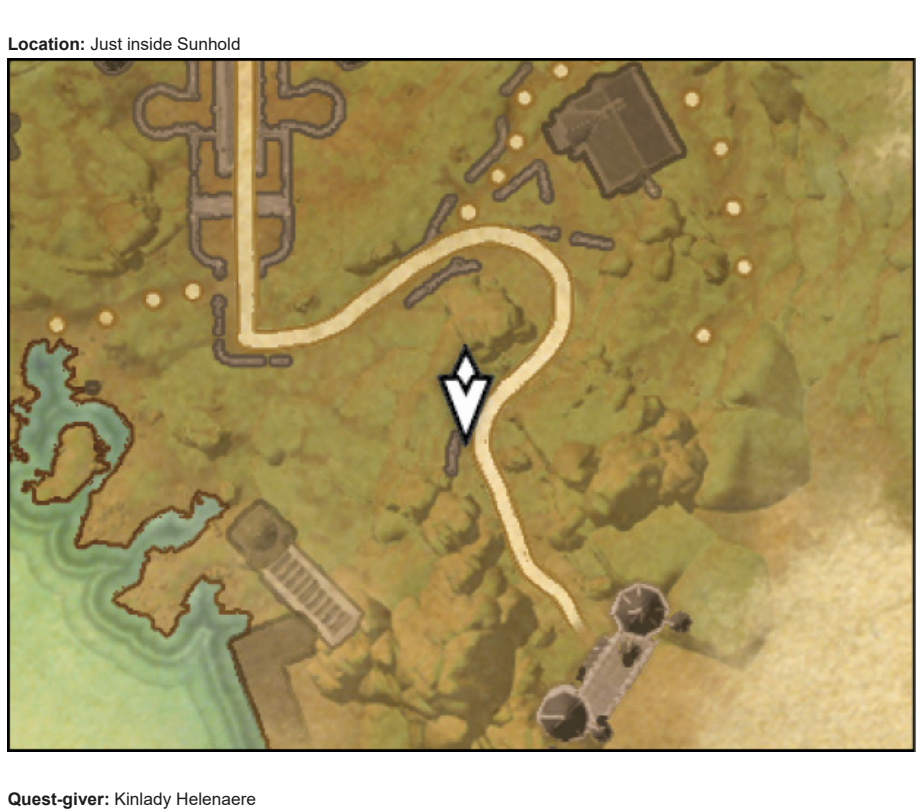
The first of its two interruptible attacks has the Pyandonean Wind dealing continuous lightning damage via two streams of lightning to whomever it targets, no matter how far they are from it. When it uses this attack, it's best to interrupt it. If you let the attack play out in full, you'll take substantial lightning damage and it will cast a lightning bolt down on top of you as a finisher. You can block to help mitigate the damage you receive from the continuous lightning attack, but you should always rush in immediately and knock it out of the attack.

Its other interruptible attack is much less complicated. If you're near it, it can charge up a double-sword swipe, which hits hard but is limited in range. You'll have plenty of opportunities to knock it out of its charge whenever it performs this attack.

Its charged heavy attack functions very similarly to that second interruptible attack, but with a twist: When the Pyandonean Wind swings its sword, it will send out a blade beam in its target's direction. If you see the white energy begin gravitating toward it, know that your distance from it will not necessarily save you from damage.

SUNHOLD SUNDERED

- **Location:** Just inside Sunhold

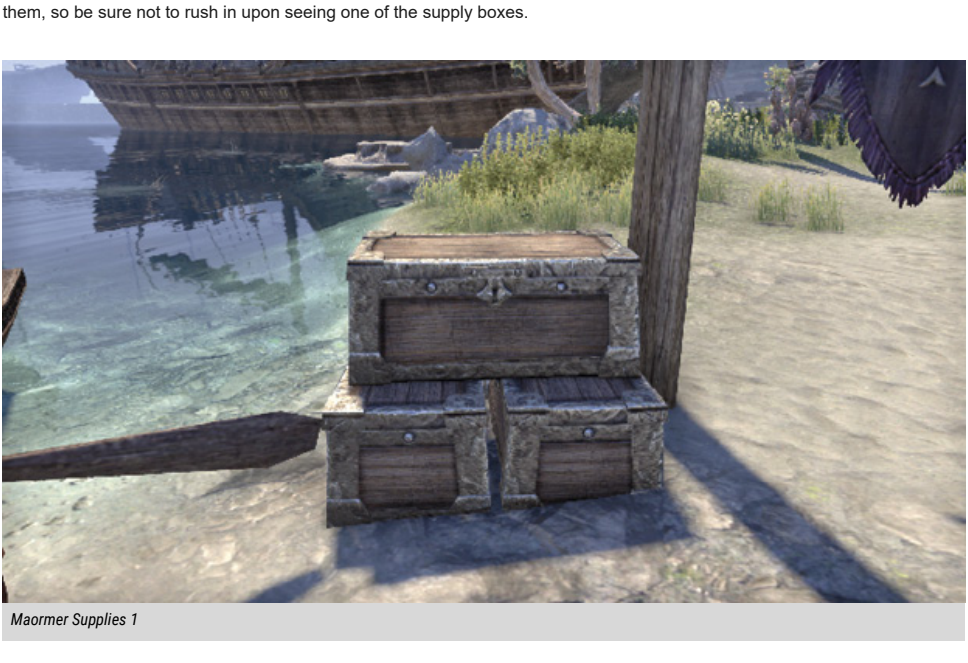


- **Quest-giver:** Kinlady Helenaere

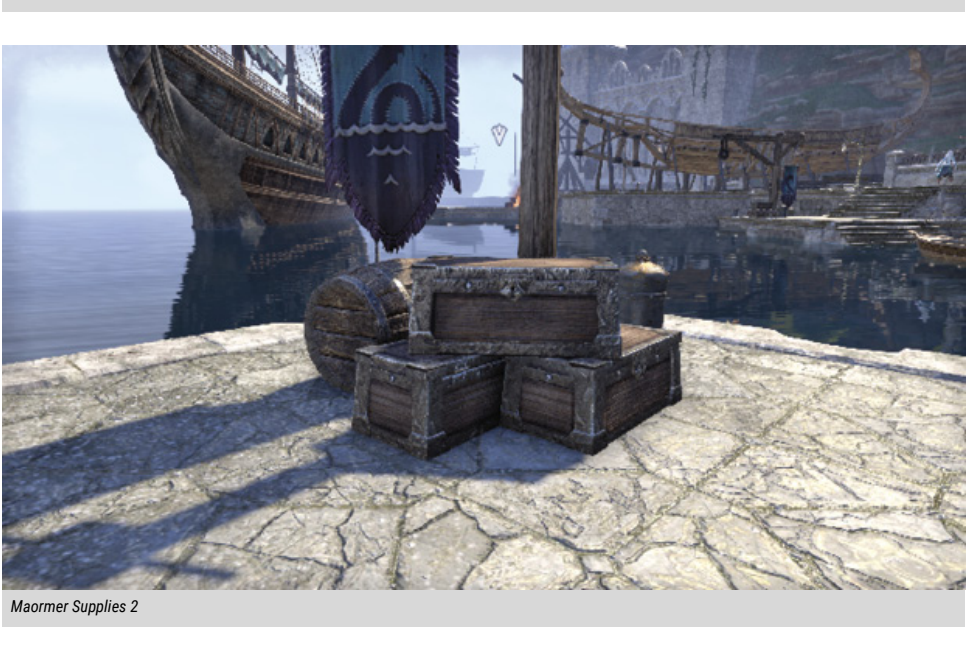
Description: A legion of Maormer, led by the cunning Admiral Viscarne, is attacking Sunhold and demanding the immediate surrender of Kinlady Helenaere. The Kinlady is convinced that the Maormer are so bent on destruction that even her surrender won't quell their thirst for blood. She requests that you help Sunhold by destroying enemy supplies and saving any Sunhold residents you find; defeating Admiral Viscarne in the process would also definitely help Sunhold and potentially force the Maormer back to the sea.

DESTROY MAORMER SUPPLIES

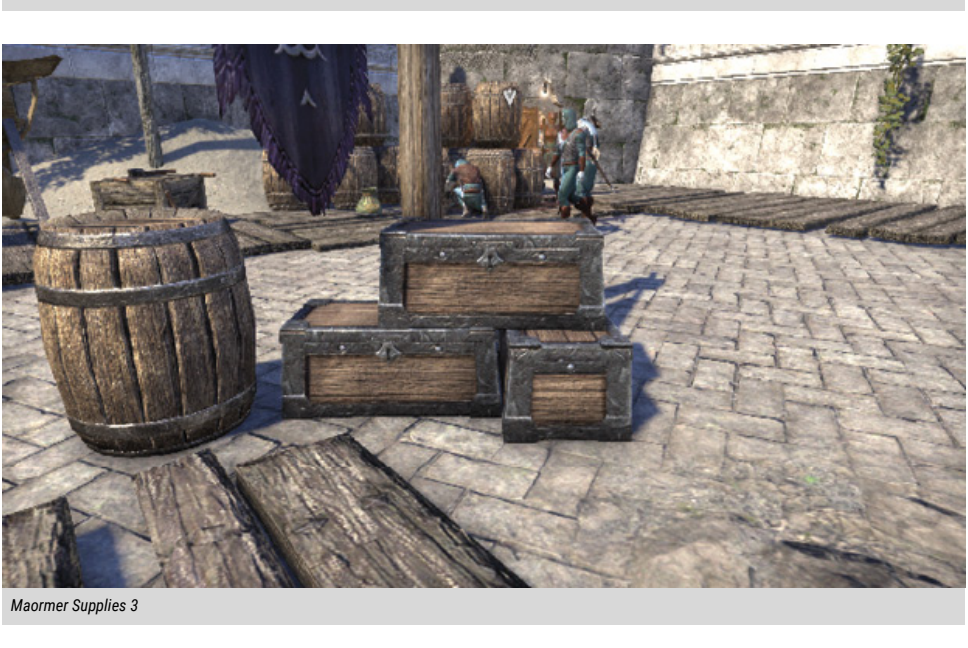
Before entering Sunhold's interior, head to the docks and destroy the Maormer supplies. None of them are hidden, but their objective markers won't appear until you're near them. There are also Snakeskin Brutes and Berserkers near almost all of them, so be sure not to rush in upon seeing one of the supply boxes.



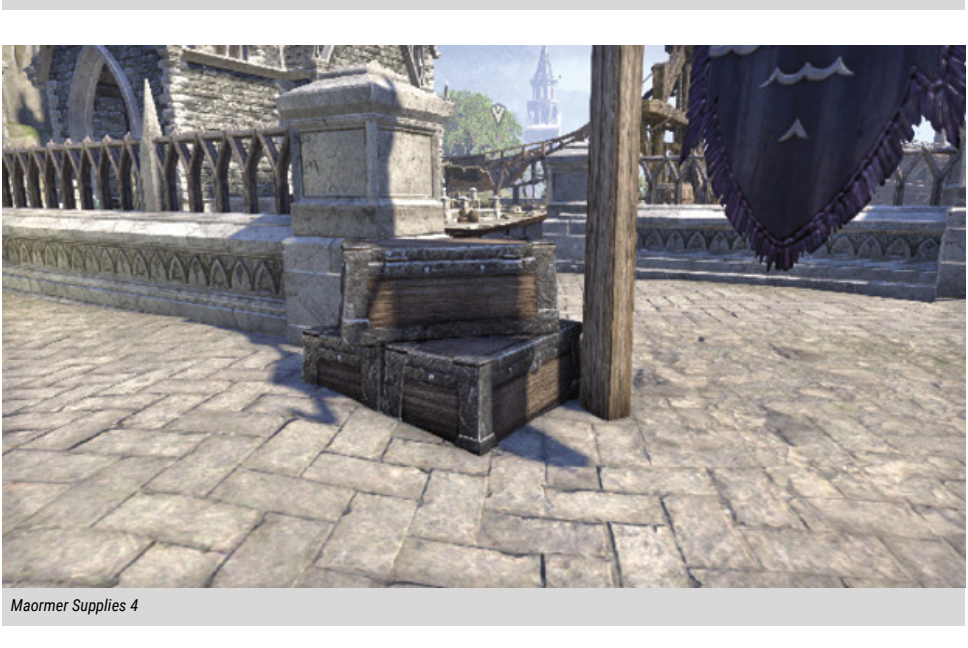
Maormer Supplies 1



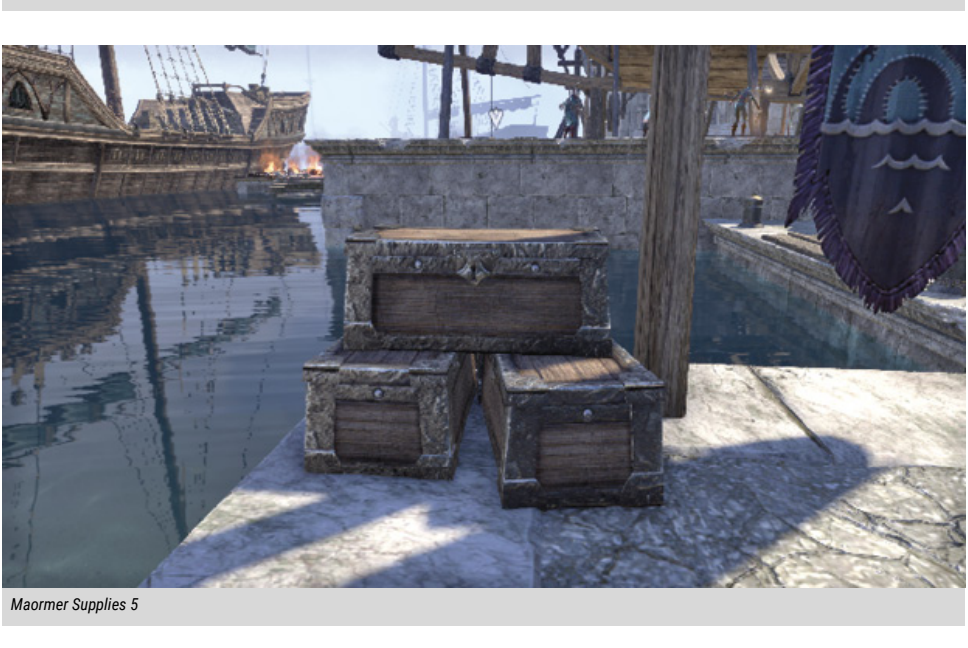
Maormer Supplies 2



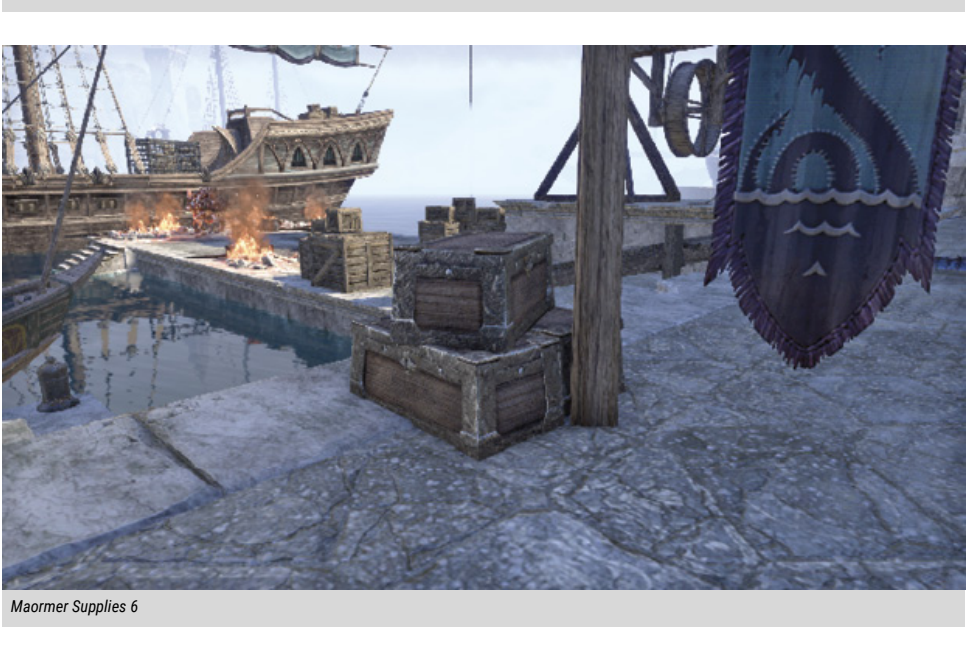
Maormer Supplies 3



Maormer Supplies 4



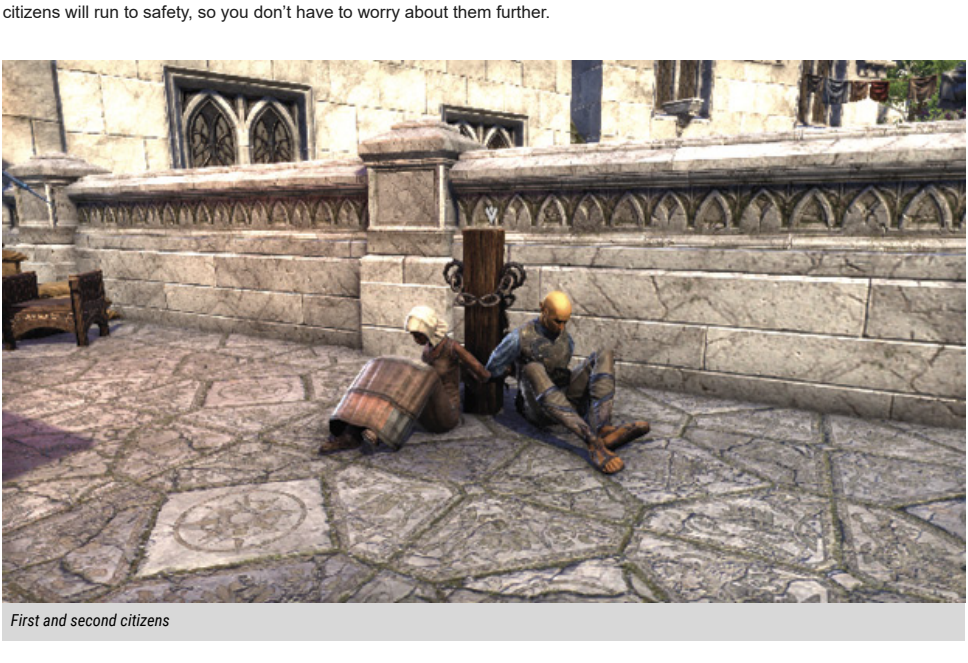
Maormer Supplies 5



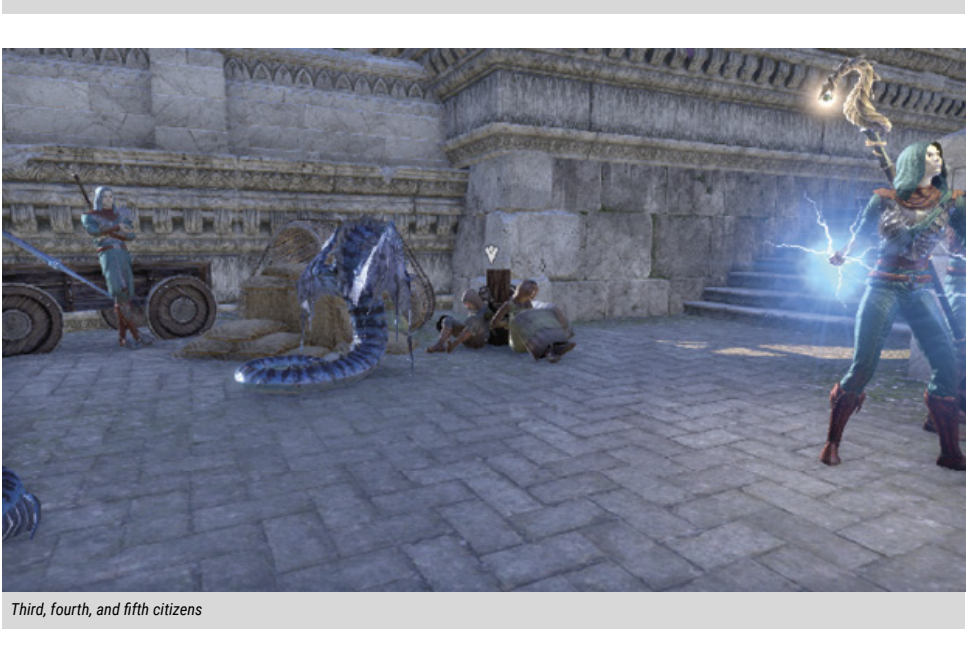
Maormer Supplies 6

RESCUE SUNHOLD CITIZENS

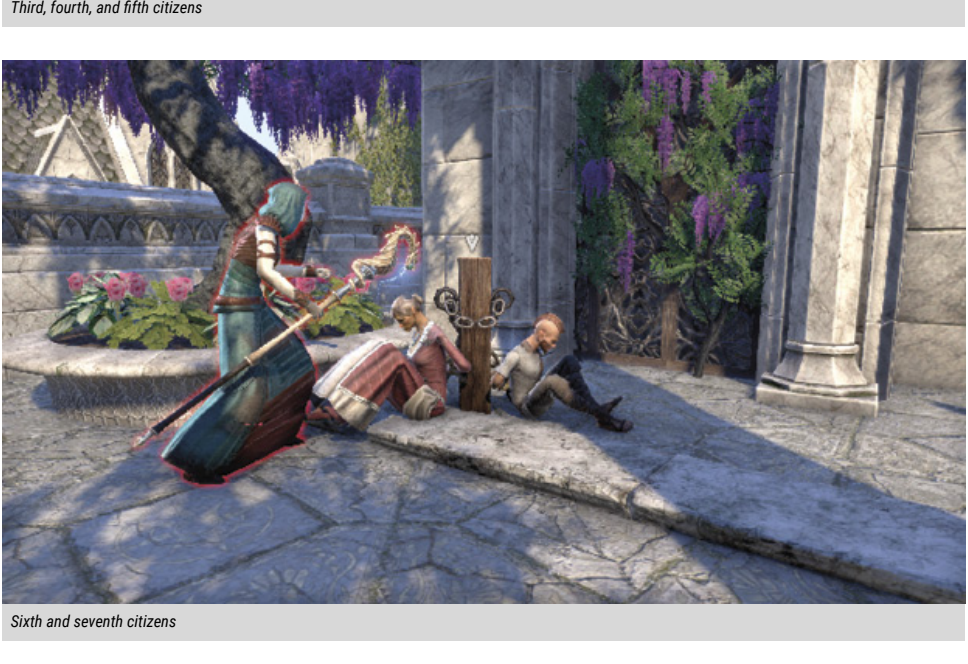
Your next objective requires you to save captured citizens around the city interior. The ones that will count toward this objective are indicated with an objective marker. To free them, approach them and unchain them. Once they are free, the citizens will run to safety, so you don't have to worry about them further.



First and second citizens

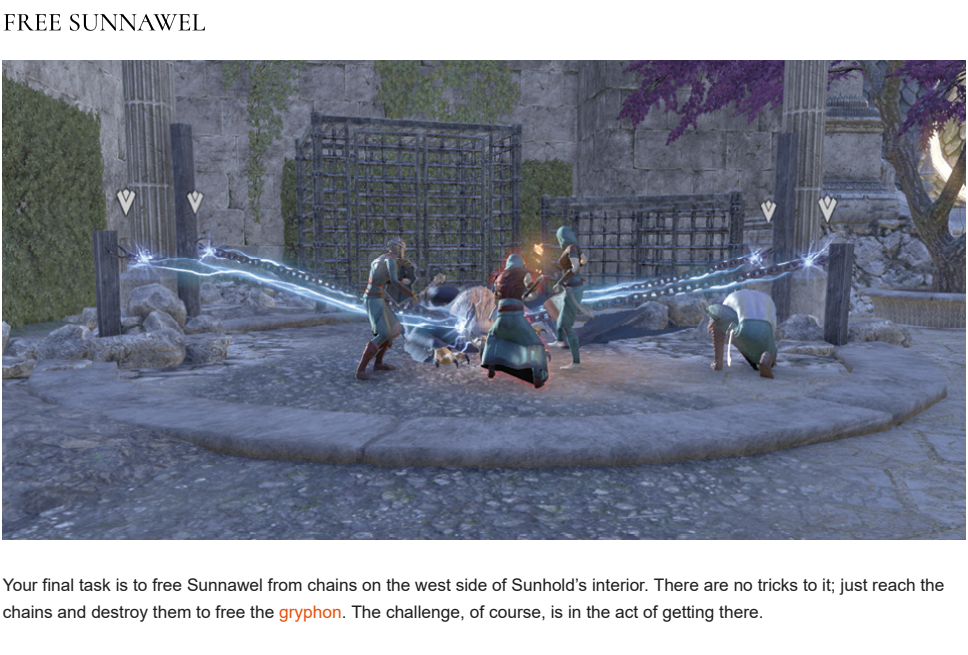


Third, fourth, and fifth citizens

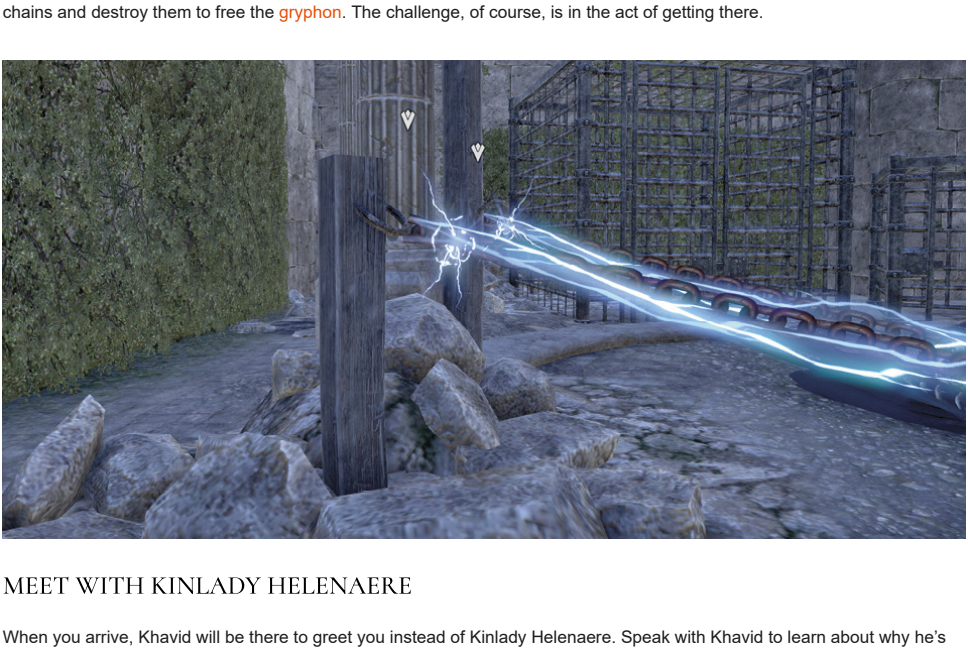


Sixth and seventh citizens

FREE SUNNAWEL



Your final task is to free Sunnawel from chains on the west side of Sunhold's interior. There are no tricks to it; just reach the chains and destroy them to free the gryphon. The challenge, of course, is in the act of getting there.



MEET WITH KINLADY HELENAERE

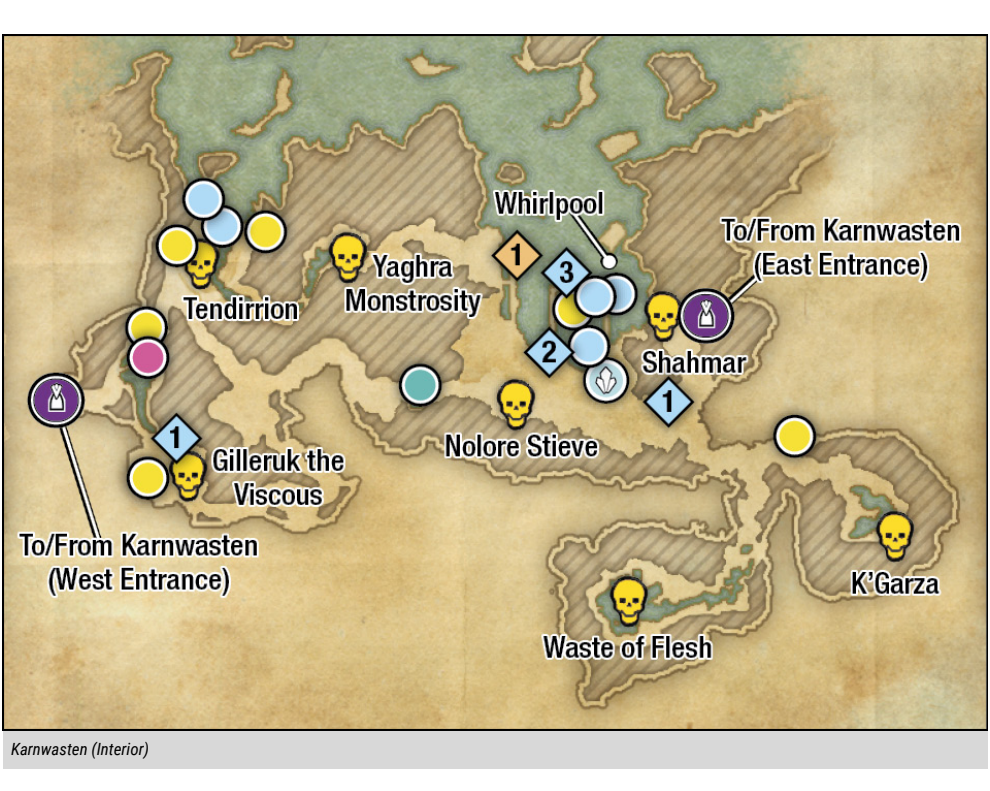
When you arrive, Khavid will be there to greet you instead of Kinlady Helenaere. Speak with Khavid to learn about why he's there instead of the Kinlady; then go to the northwestern tip of the city to find Admiral Viscarne.

Once you defeat him, speak with the Kinlady to complete the quest. You'll earn a Sunnawel's Shining Espaulders and a Gryphon Feather Talisman Memento for your efforts.

KILL ADMIRAL VISCARNE

Viscarne uses a lot of electricity-based attacks, which both help him attack at range and close the distance between him and your group. He'll often raise his arm in the air and call lightning down on you or one of your teammates. This is unavoidable and it will root whomever it lands on, so be ready to roll at a moment's notice. Always have enough stamina on hand to roll away if and when this attack hits you.

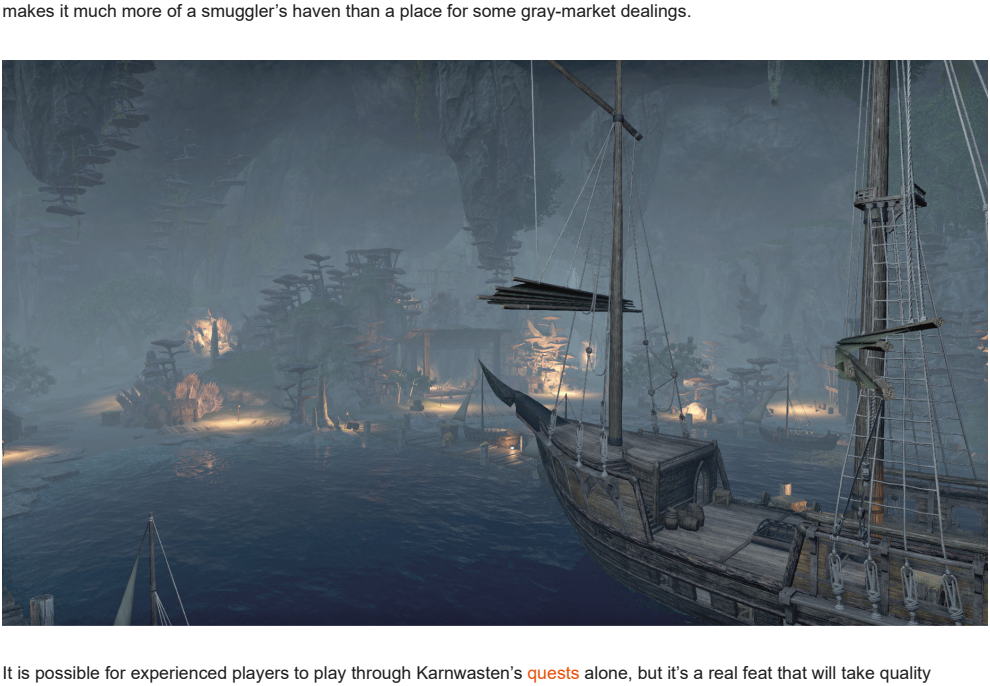
Viscarne will also launch himself in the air using his lightning powers, then come crashing down on you and your allies. This has a bigger damage radius than his basic lightning attack, but the strategy for avoiding is the same. If he launches into the air, get moving and don't stop until he lands.



Karnwasten (Interior)

●	Fishing: Freshwater
●	Fishing: Saltwater
●	Treasure Chest
●	Books
●	Skyshard (Exterior)
☠	Enemy (Difficult)
●	Building or Threshold
◆	An Unexpected Betrayal
◆	The Abyssal Cabal

Karnwasten is a cave by the sea that is often used by foreign traders to "import" their "goods" onto the island. Altmer pride themselves in chasing perfection in all things and are also not particularly fond of foreigners, so having a junker captained by a Khajiit is a sight few residents of Summerset can stomach. Karnwasten's location on the unpopulated, northern tip of the island makes it perfect for bringing goods without aggravating the native population. Though, in truth, its secluded nature makes it much more of a smuggler's haven than a place for some gray-market dealings.



It is possible for experienced players to play through Karnwasten's quests alone, but it's a real feat that will take quality healing and buff abilities and excellent crafting and stealth. You'll find larger, more diverse groups of enemies that require a bit of forethought and some careful pulling if you don't want to get overwhelmed. Take your time, look around before moving, and always try to pull one enemy at a time whenever possible. If you see a path that is covered with a group of enemies you feel unequipped to deal with, try to find another way around. It will make your time here a lot easier than simply running around like you're in Summerset proper.

DUNGEON BOSSES

While wandering around Karnwasten is doable solo, facing off with the dungeon's bosses is geared exclusively toward group play. The bosses will summon large groups of enemies, overwhelm the battlefield with AoE attacks, or deal significantly more damage than you can handle for more than a few hits. If a boss isn't part of one of the quests, you'd be wise to stay away without friends.

K'GARZA

K'Garza is easily the trickiest fight in Karnwasten. From the beginning, K'Garza will cover the area in alchemical globules that deal continuous damage if you approach them. While you're trying to avoid the globules, K'Garza will continuously fire a concentrated, though blockable, laser beam at you and your allies. If you try to destroy the globules at this point in the fight, they'll just respawn, so avoid them for now.

After dealing enough damage to K'Garza, she will revive the bodies of Holdala Reni, Maelrisse, Sakjhera, and Yargonk to do her bidding while she hides. There isn't a trick to fighting them, so work together with your team and dispatch them quickly. However, you need to destroy all of the remaining alchemical globules during these reanimated attacker phases. Any globules that remain when K'Garza reappears will explode and shoot energy.

Killing K'Garza for the first time will net you an additional Skill Point.

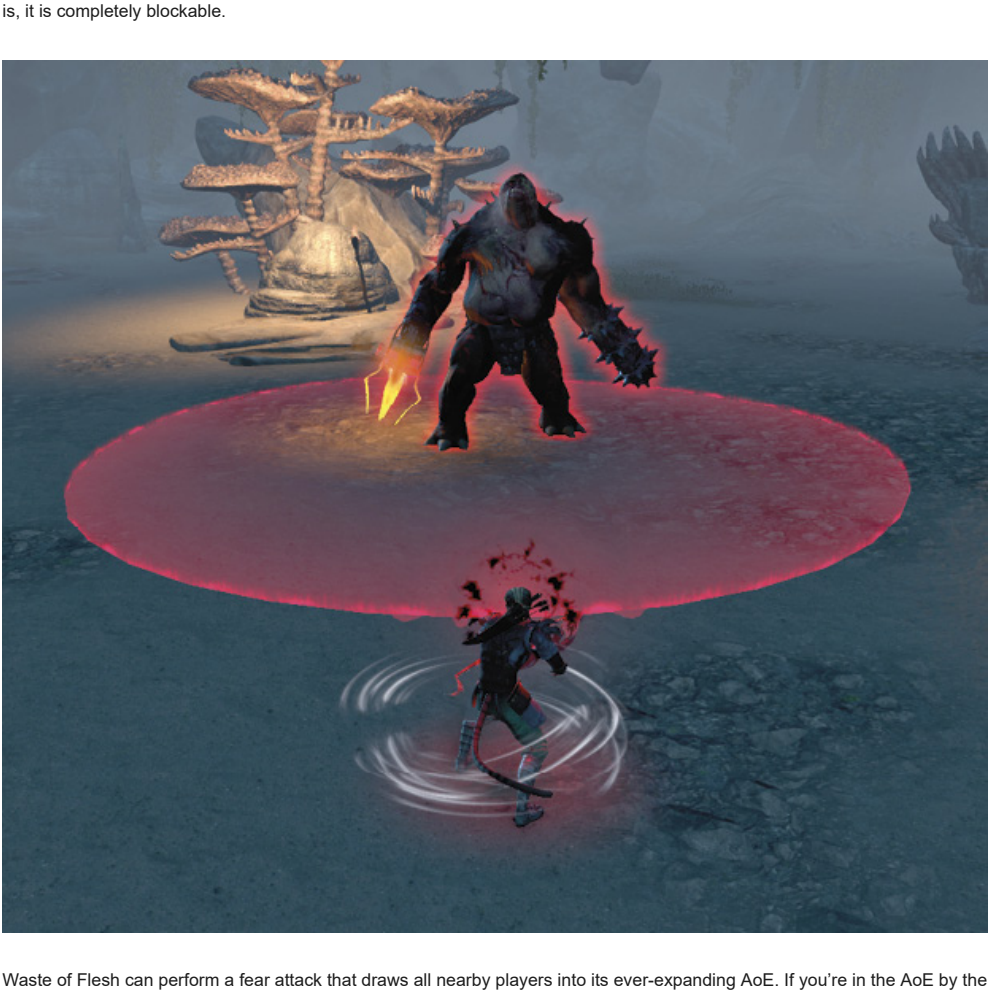
SHAHMAR

Shahmar isn't a complicated fight: It focuses almost exclusively on producing Yaghra Larva and slow-moving, poison AoEs around the area. Every attack is clearly telegraphed (save for one, but more on that in a moment). The biggest challenge is going to be avoiding the AoEs and clearing out its Larva to fight it unimpeded.

The only truly tricky move Shahmar performs is summoning a couple of Larva to the outer edges of the area. They rapidly charge you and explode on impact. If you can see them, you can pretty easily avoid them, but it can be really hard to catch their locations before they've already started racing toward you. Thankfully, it doesn't perform this move often, but you'll still need to keep an eye out for it regardless.

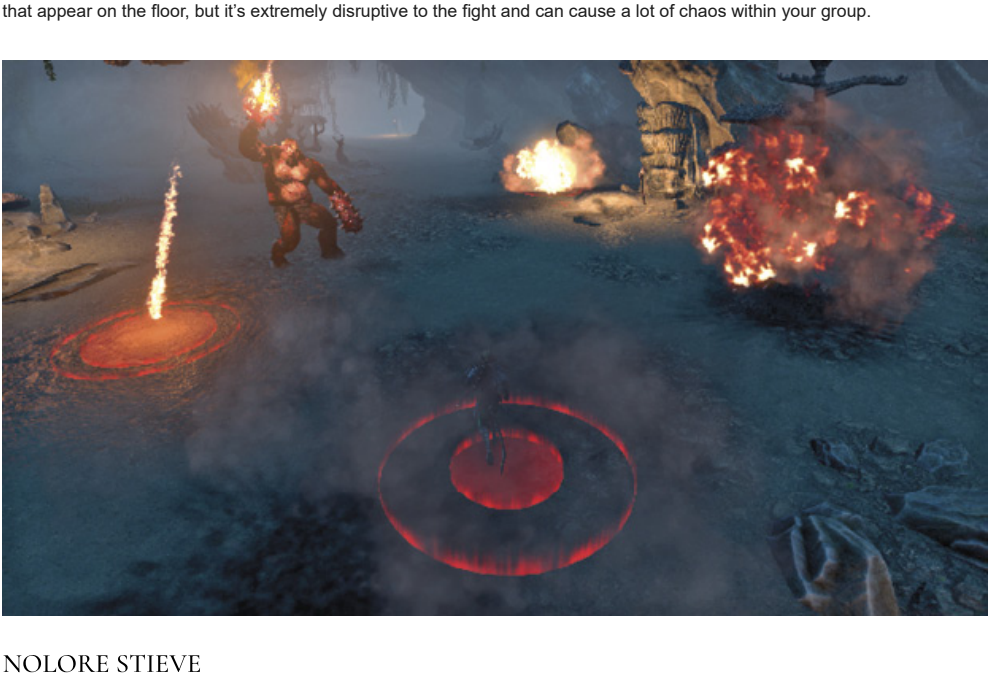
WASTE OF FLESH

Waste of Flesh is a frightening boss. It's not fast, but it has attacks for just about any possibility and they pepper most of the arena, making most of them dangerous no matter who Waste is targeting. The only ones you don't need to completely fear are its basic attack and its charged heavy attack, the latter of which will pound you to the ground and stun you; the good news is, it is completely blockable.



Waste of Flesh can perform a fear attack that draws all nearby players into its ever-expanding AoE. If you're in the AoE by the time it reaches its full size, Waste's mace arm will smack you. Break out of this attack like you would any other crowd control attack, but if you're not fast enough, you can still take a hit.

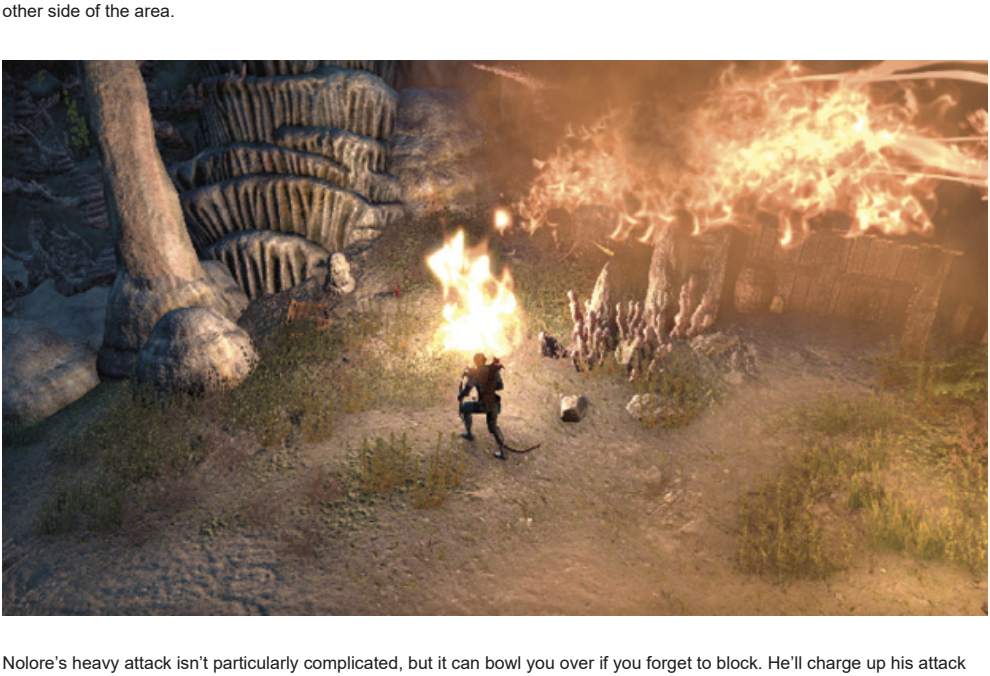
Likely the most devastating move in Waste's moveset is its mortar strike. It will raise its glowing orange arm into the air and begin showering fire balls down all over the arena. You won't have much trouble avoiding each fireball if you watch the AoEs that appear on the floor, but it's extremely disruptive to the fight and can cause a lot of chaos within your group.



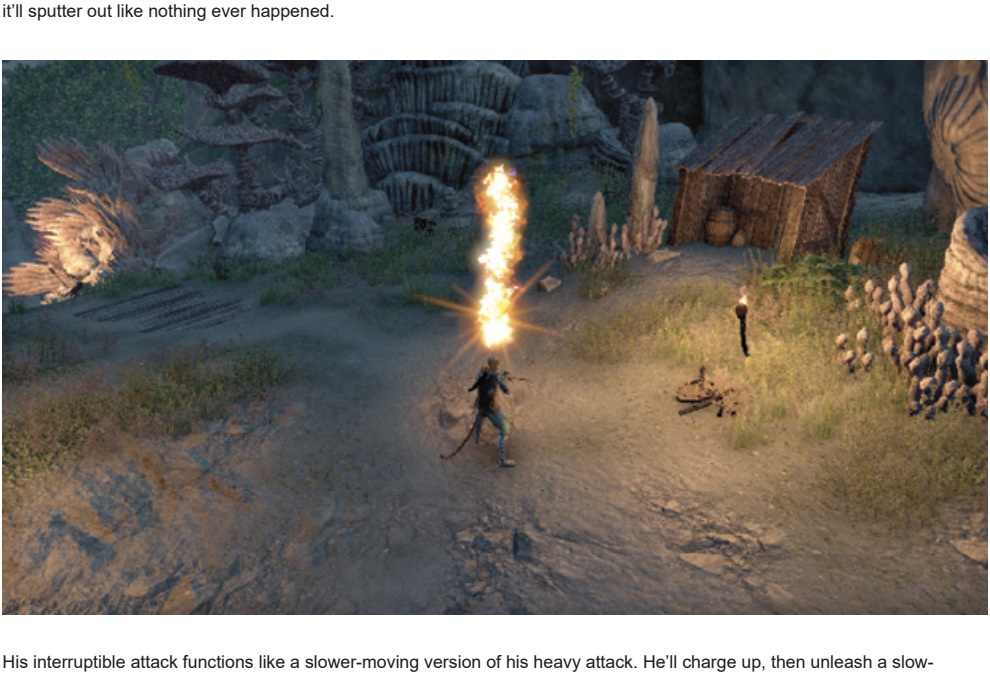
NOLORE STIEVE

Nolore Stieve is exclusively a ranged fighter. He'll pepper you with fireballs and other fire-based projectiles the entire fight.

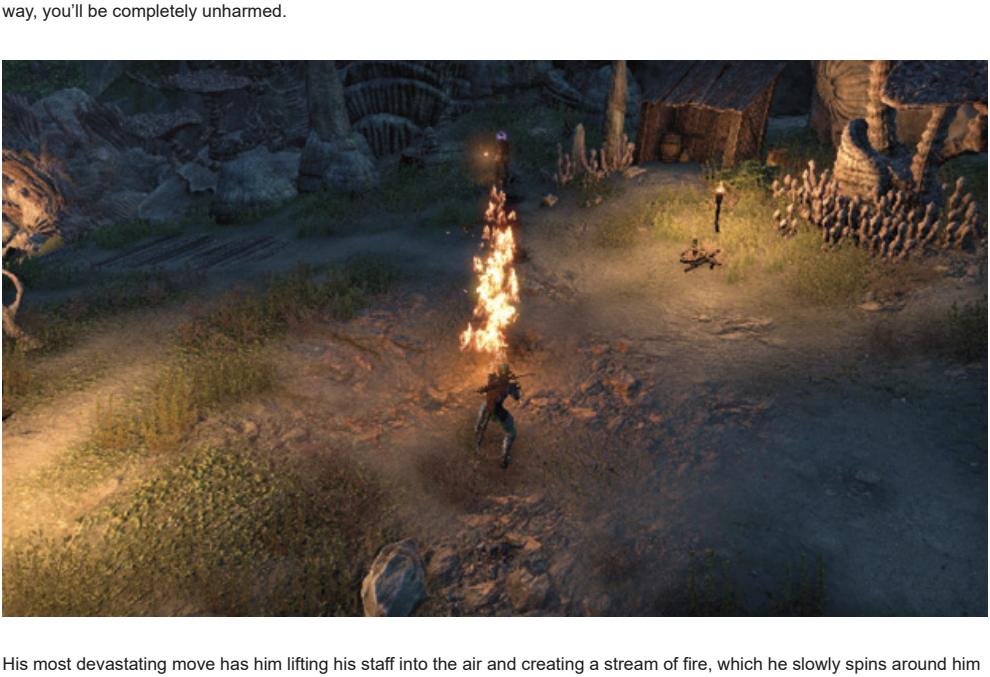
Approaching Nolore Stieve will usually prompt him to escape to another side of the area. When he does this, he'll burst into flames, rocket across the room, and leave a large fire geyser behind him. Your best bet while facing him is to hit him with projectiles. There is a grace period after he makes an escape, so attack him at close range immediately after he moves to the other side of the area.



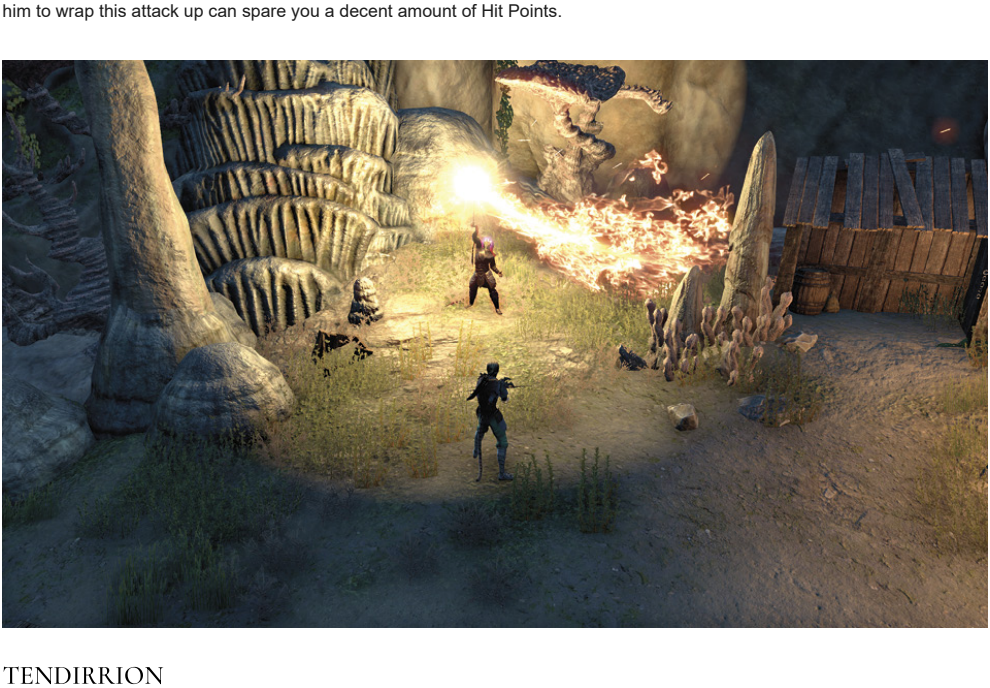
Nolore's heavy attack isn't particularly complicated, but it can bowl you over if you forget to block. He'll charge up his attack like normal before unleashing a lightning-fast fireball in your direction. If it lands, you'll be knocked to the ground. If you block, it'll sputter out like nothing ever happened.



His interruptible attack functions like a slower-moving version of his heavy attack. He'll charge up, then unleash a slow-moving trail of fire that continues to travel forward until it hits something. The trail only moves straight, so if you get out of the way, you'll be completely unharmed.

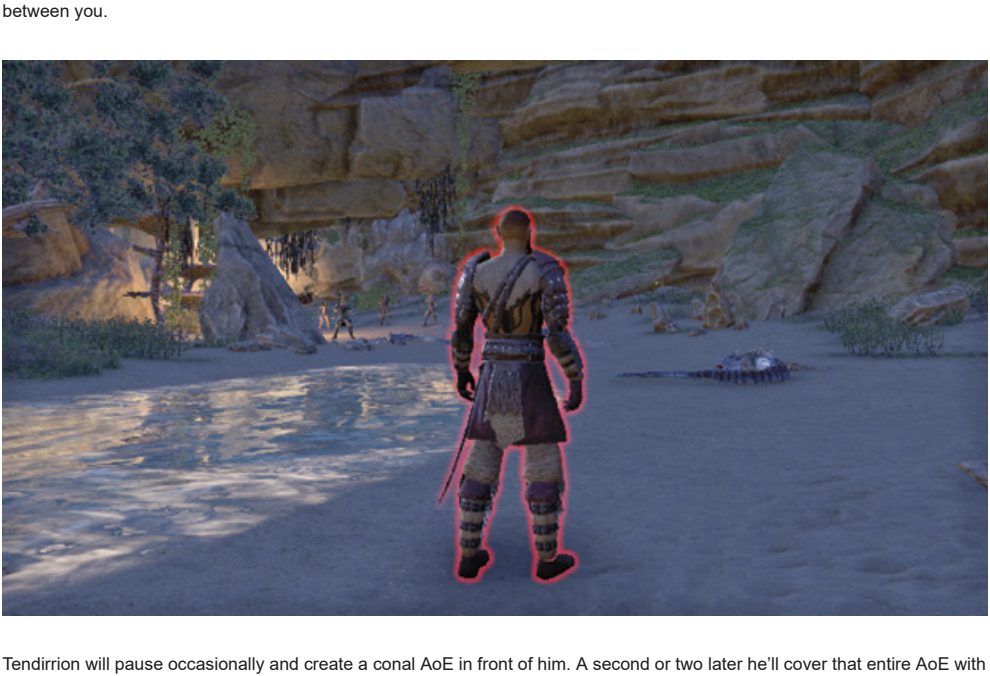


His most devastating move has him lifting his staff into the air and creating a stream of fire, which he slowly spins around him overhead. It's best to just wait this one out. If you feel like you can attack him without touching the fire, go for it. But waiting for him to wrap this attack up can spare you a decent amount of Hit Points.

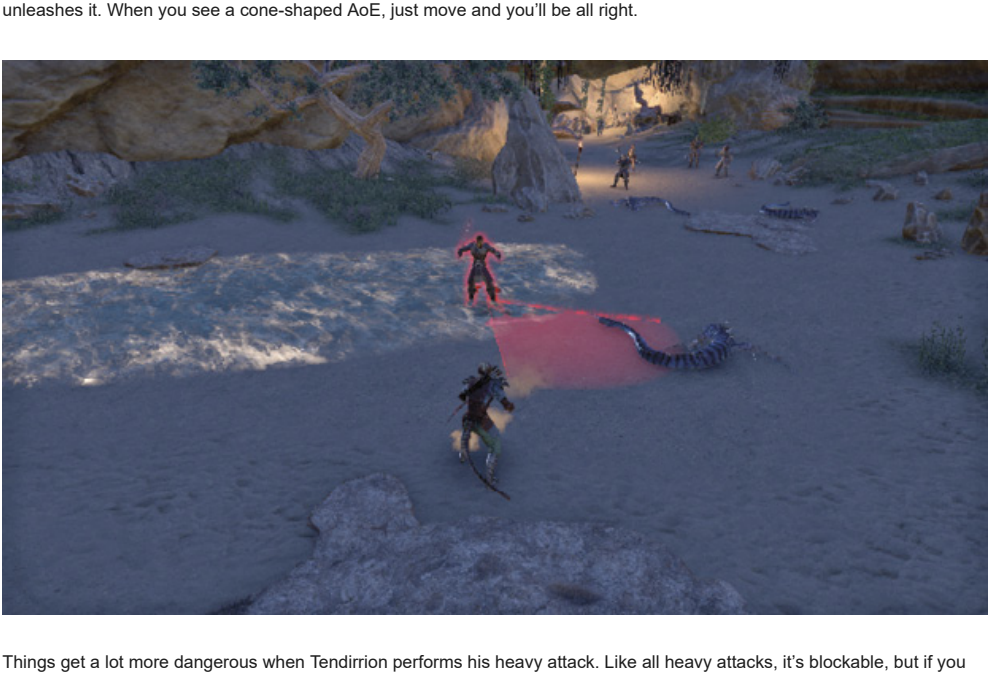


TENDIRRION

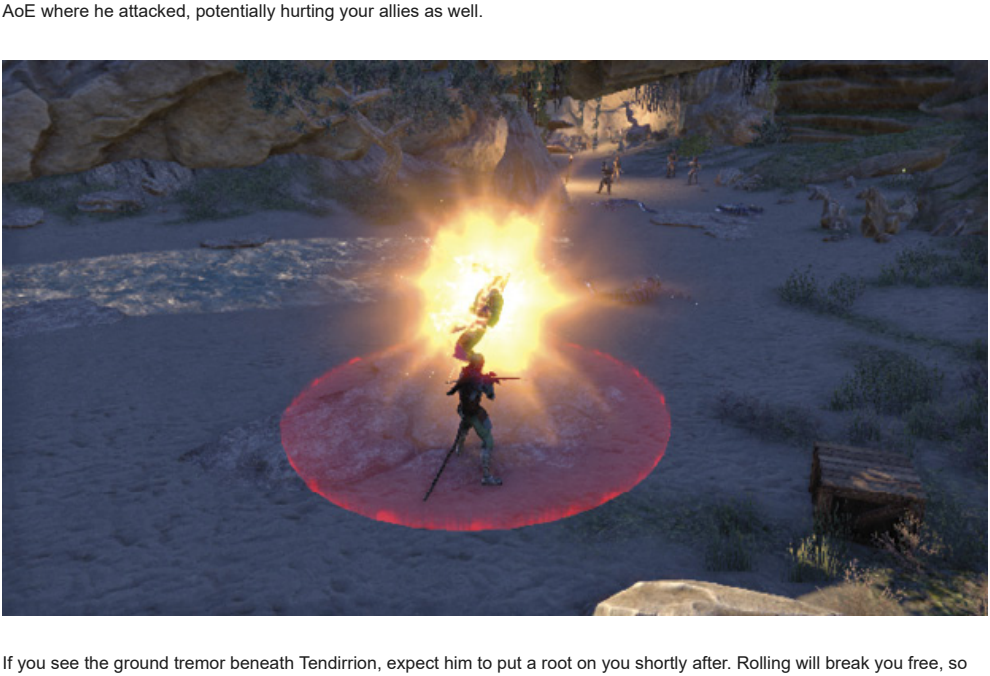
Tendirrion is a fast and ferocious fighter with quick attacks and large AoEs. Keep moving while fighting him if you want to stay alive. Aside from basic melee attacks, Tendirrion can pull you with a fire chain, instantly closing any distance you've put between you.



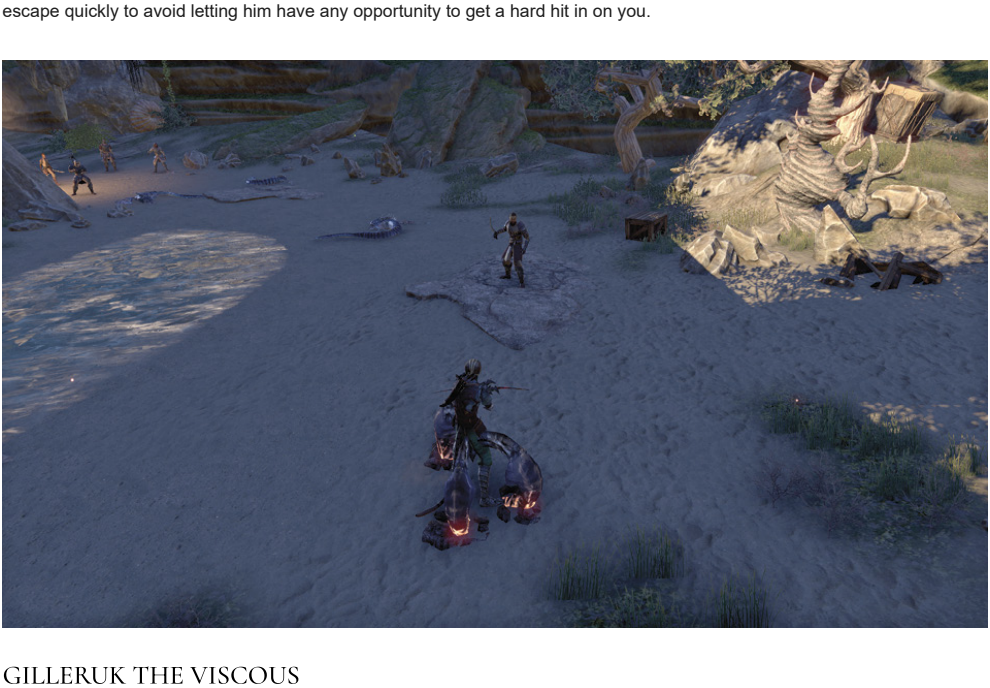
Tendirrion will pause occasionally and create a conal AoE in front of him. A second or two later he'll cover that entire AoE with fire. This is likely the easiest move to avoid in his arsenal, as you'll have plenty of time to move out of the way before he unleashes it. When you see a cone-shaped AoE, just move and you'll be all right.



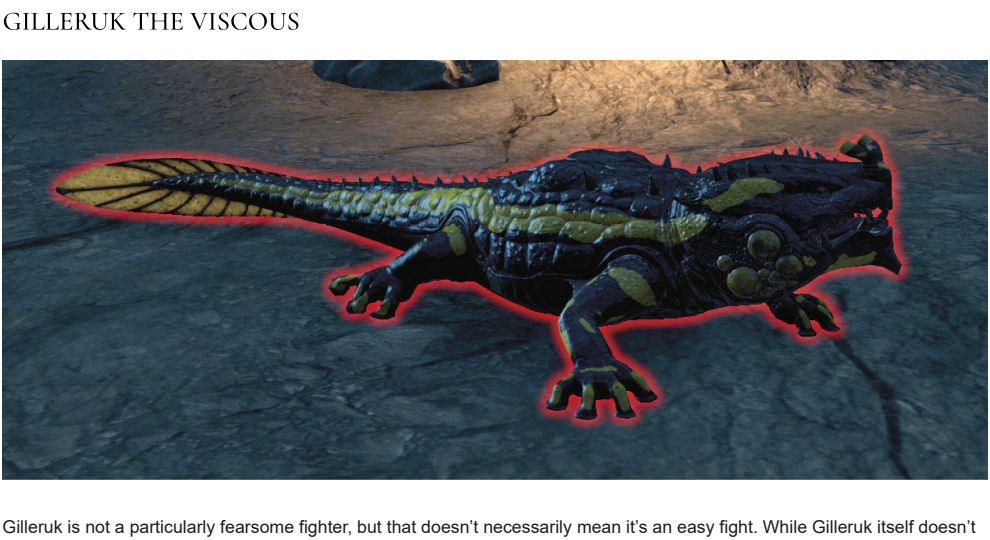
Things get a lot more dangerous when Tendirrion performs his heavy attack. Like all heavy attacks, it's blockable, but if you fail to do so, you'll take a huge blow from a teleporting sword slam. Tendirrion's attack will also leave a giant, fire-charged AoE where he attacked, potentially hurting your allies as well.



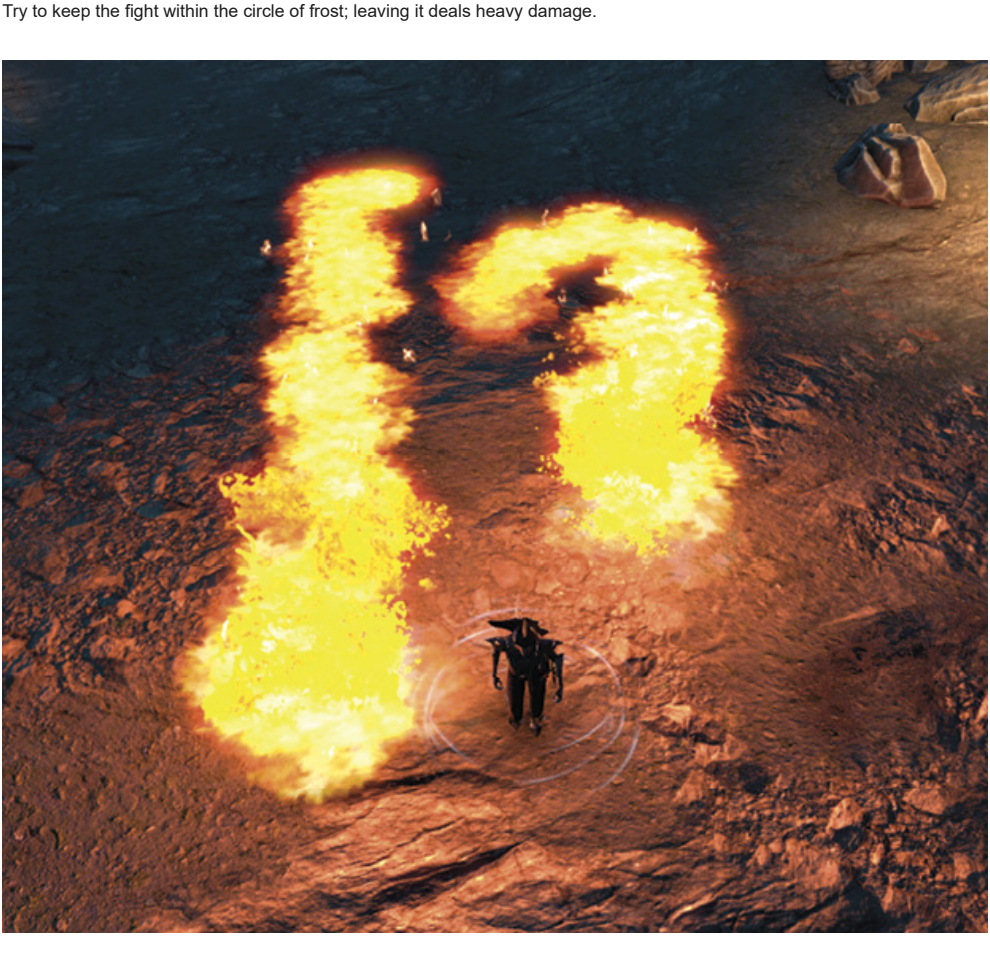
If you see the ground tremor beneath Tendirrion, expect him to put a root on you shortly after. Rolling will break you free, so escape quickly to avoid letting him have any opportunity to get a hard hit in on you.



GILLERUK THE VISCOUS

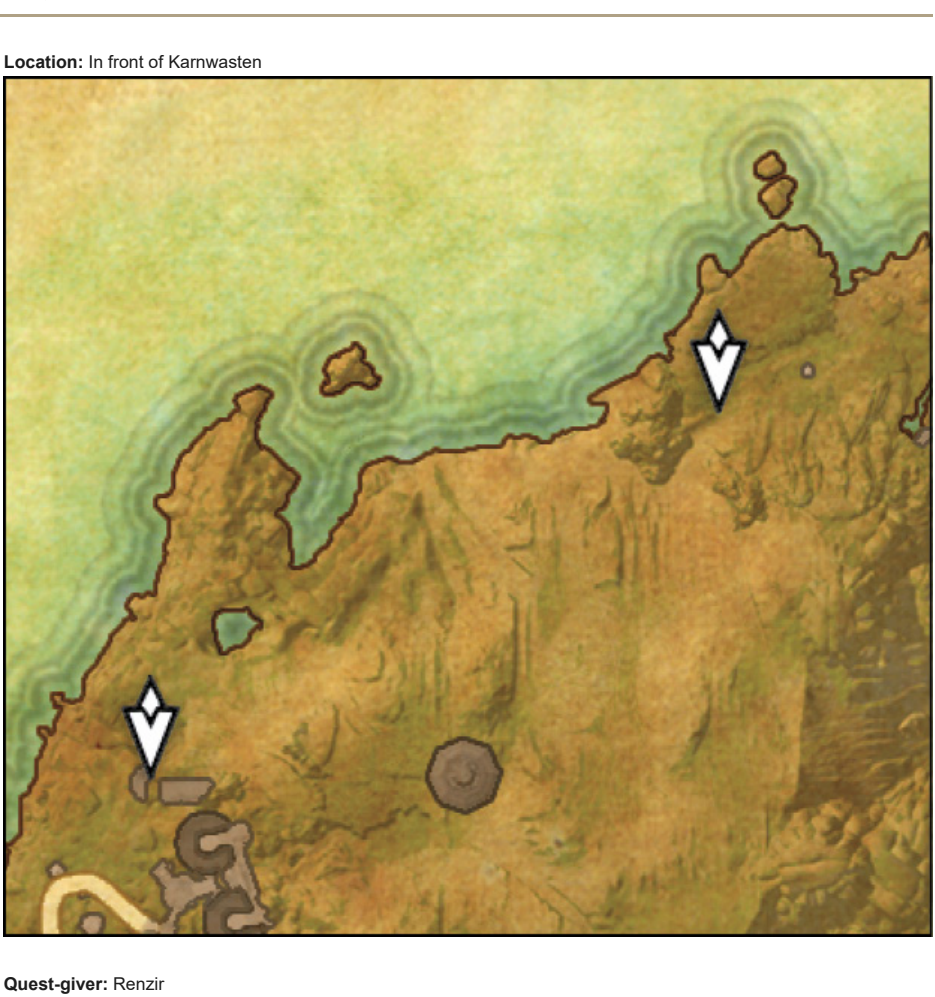


Gilleruk is not a particularly fearsome fighter, but that doesn't necessarily mean it's an easy fight. While Gilleruk itself doesn't do much more than bite and lash with its tongue, two trails of fire will slowly travel around the area, making it difficult to move in on Gilleruk whenever you choose. At low health, the salamander gains the "Frozen Ring" ability that surrounds it with frost. Try to keep the fight within the circle of frost; leaving it deals heavy damage.



AN UNEXPECTED BETRAYAL

- **Location:** In front of Karnwasten



- **Quest-giver:** Renzir

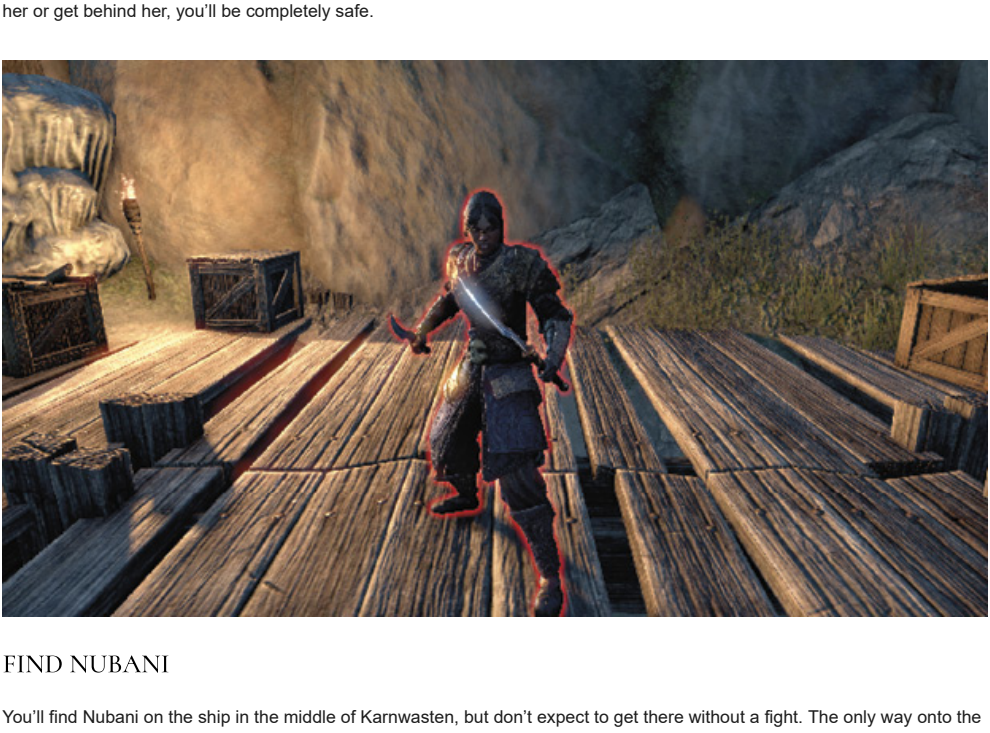
Description: Karnwasten has been taken over by Renzir's first mate, Madja. His life course has been irrevocably altered. All he wants is three shipments and his wife, Nubani, to set off on his new path on the right foot—or so he says. Help him get his supplies and revenge, but keep an eye on this tricky Khajiit.

RECOVER TRADE SHIPMENTS

You must recover three trade shipments. The first shipment is near the dungeon's east entrance, while the second and third shipments are on the dungeon's west side.

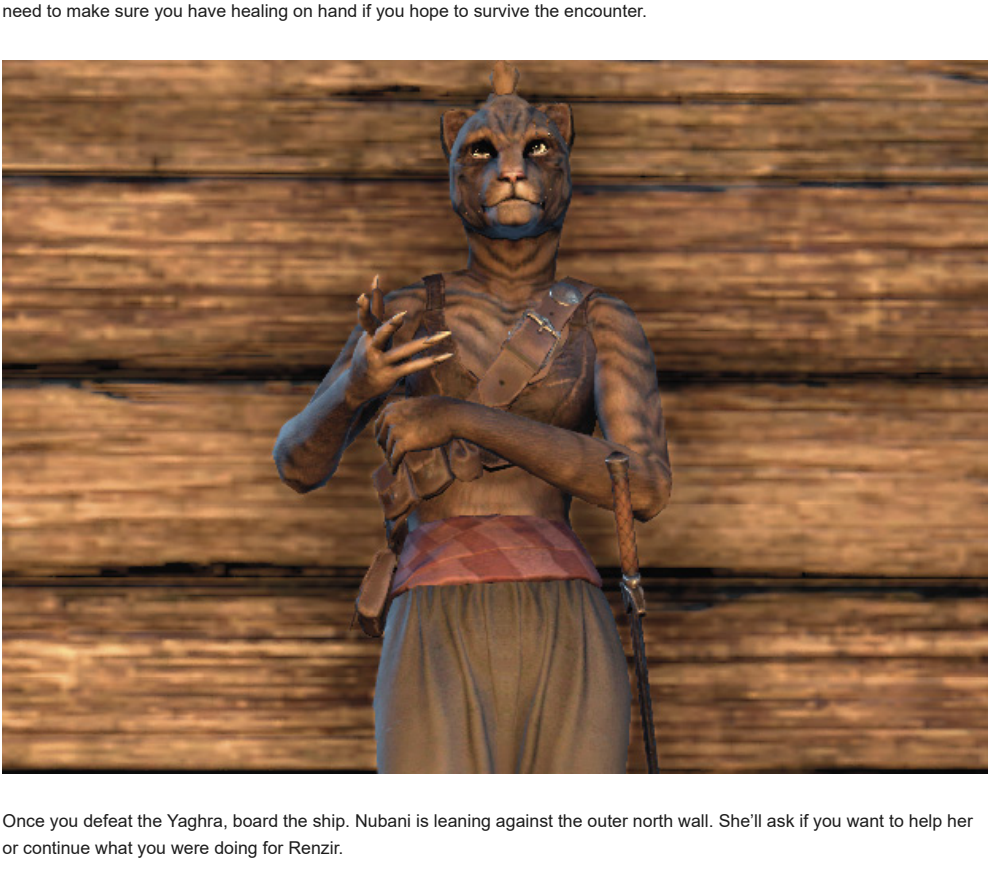
KILL MADJA

Madja isn't a particularly complicated combatant. She'll mostly rush up to you and try to attack you with her dual blades. Occasionally she'll begin charging up an interruptible attack, which will shoot out a cone of poison in front of her if you don't interrupt her in time. Even if you don't make it, the length of the attack is much shorter than the width. If you step away from her or get behind her, you'll be completely safe.

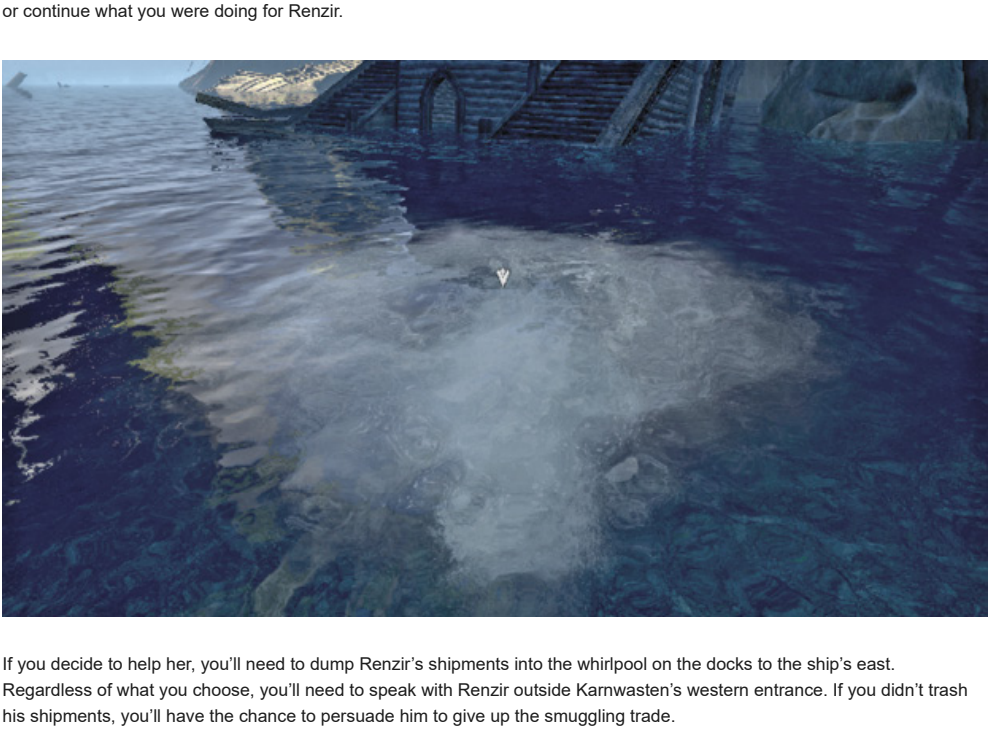


FIND NUBANI

You'll find Nubani on the ship in the middle of Karnwasten, but don't expect to get there without a fight. The only way onto the ship is via the docks, which have several enemies, including a group of five Yaghra. You can get through them, but you'll need to make sure you have healing on hand if you hope to survive the encounter.



Once you defeat the Yaghra, board the ship. Nubani is leaning against the outer north wall. She'll ask if you want to help her or continue what you were doing for Renzir.

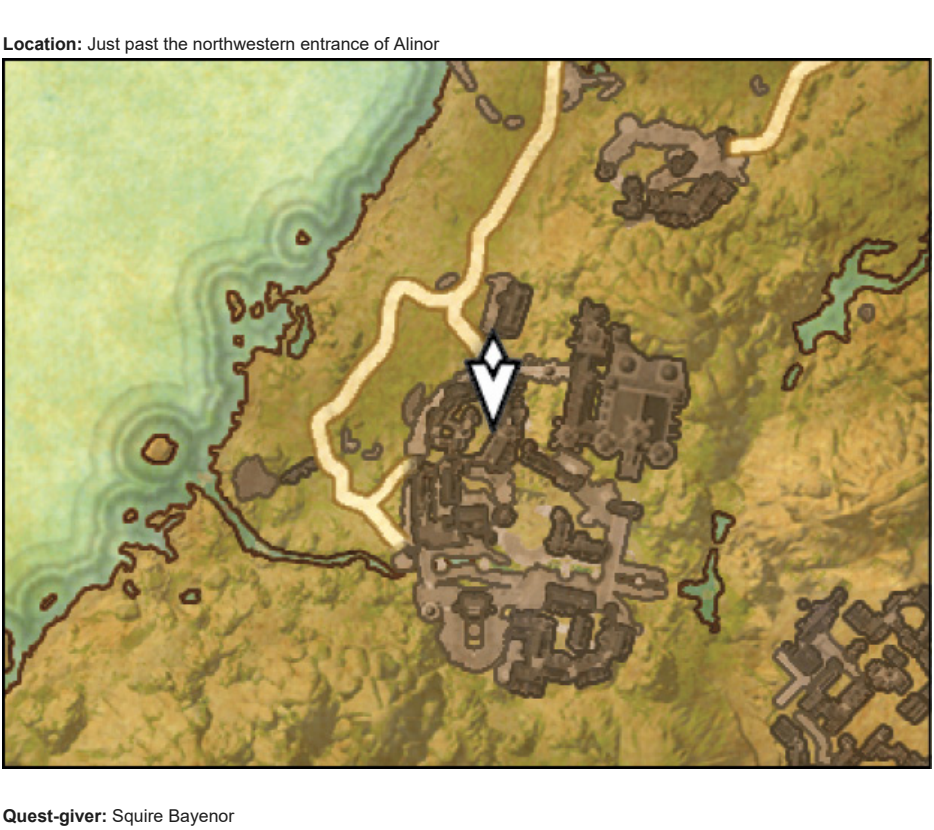


If you decide to help her, you'll need to dump Renzir's shipments into the whirlpool on the docks to the ship's east. Regardless of what you choose, you'll need to speak with Renzir outside Karnwasten's western entrance. If you didn't trash his shipments, you'll have the chance to persuade him to give up the smuggling trade.

However you wrap up the quest, you'll earn Renzir's Smuggled Smasher and a Sea Sload Dorsal Fin Memento as a reward.

THE ABYSSAL CABAL

- **Location:** Just past the northwestern entrance of Alinor



- **Quest-giver:** Squire Bayenor

Description: The Battlereeve Tanerline of Alinor is looking for the now infamous Sload-slaying adventurer—you. Rumor has it that Sload have popped up in Karnwasten and Welenkin and all attempts to confirm the rumors have been met with a lot of soldiers not coming home. Speak with the Battlereeve and see if you can help.

SIDE STORIES

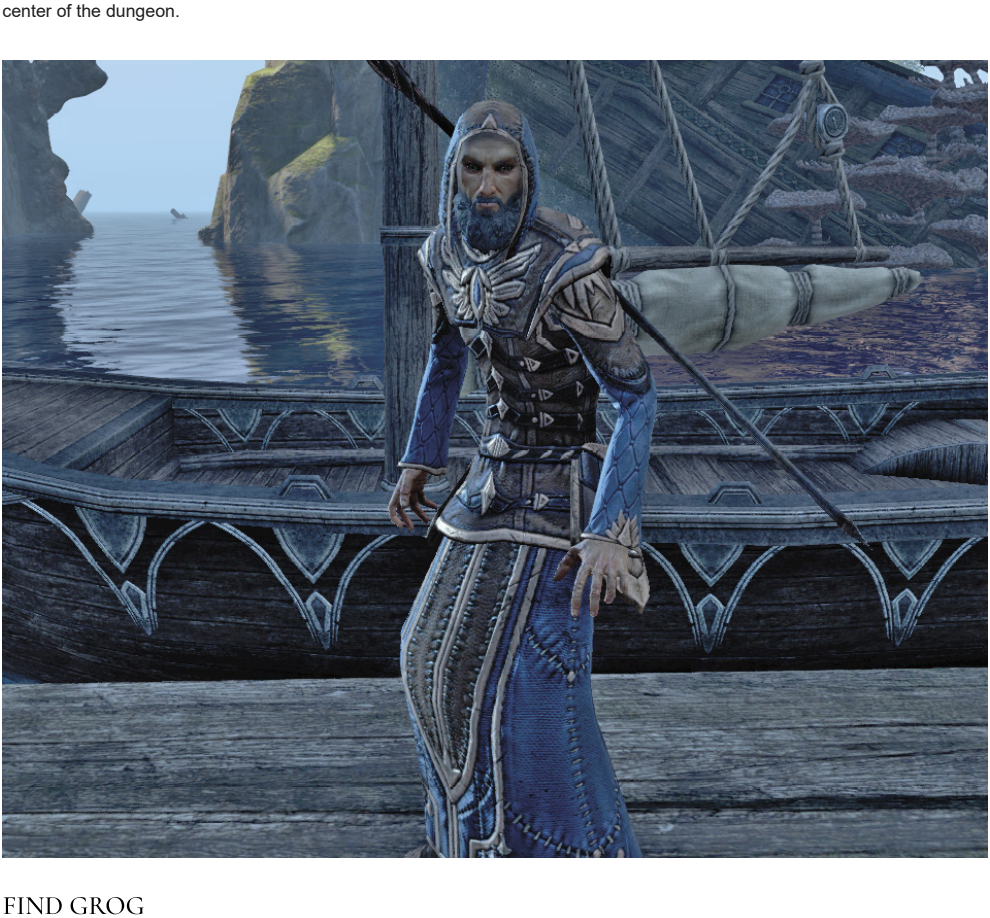
This quest is only available after completing the "Buried Memories" quest from the Summerset main story line.

TALK TO BATTLEREEVE TANERLINE

Head to the front of Alinor Royal Palace in the northeast corner of Alinor to find Tanerline. Speak with her and she'll explain the situation as it stands.

TALK TO CAINAR

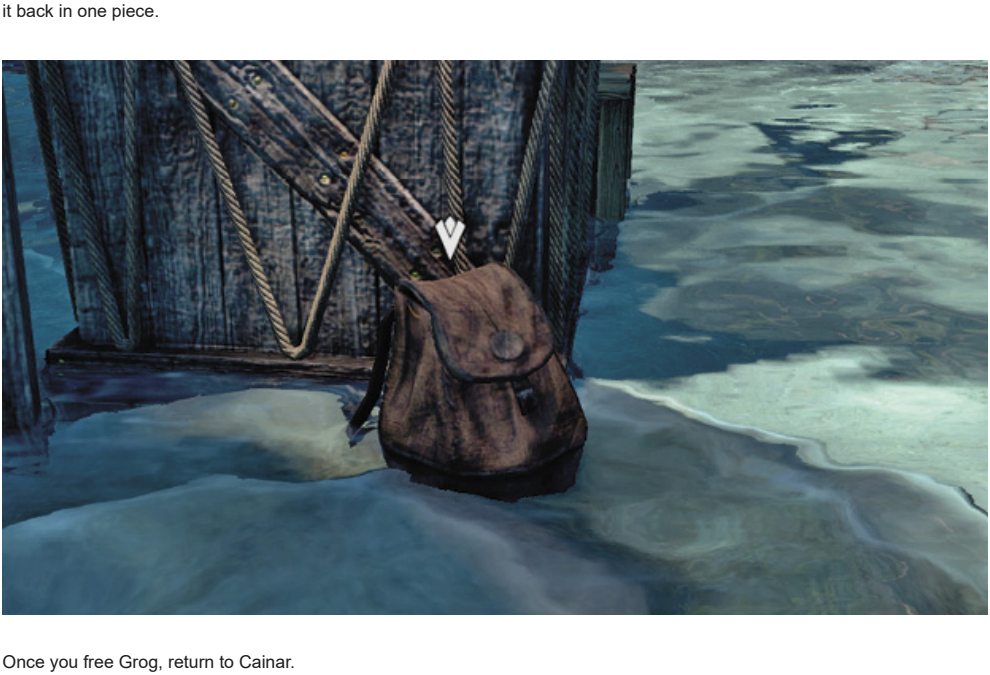
Once you're finished, head to Karnwasten on Summerset's north side. There are two entrances—one on the northwestern corner of the island and one on the northern tip. Either one will work. You'll need to speak with Cainar, who's almost dead center of the dungeon.



FIND GROG

Cainar will ask you to look for one of his own in the southeastern corner of the dungeon.

Grog is chained to a post in front of K'Garza the Sea Sload's cave. You'll need to either pick the lock or grab the key from a backpack to the left of K'Garza. If you sneak, reaching the key is absolutely doable. Just go about it carefully and you'll make it back in one piece.



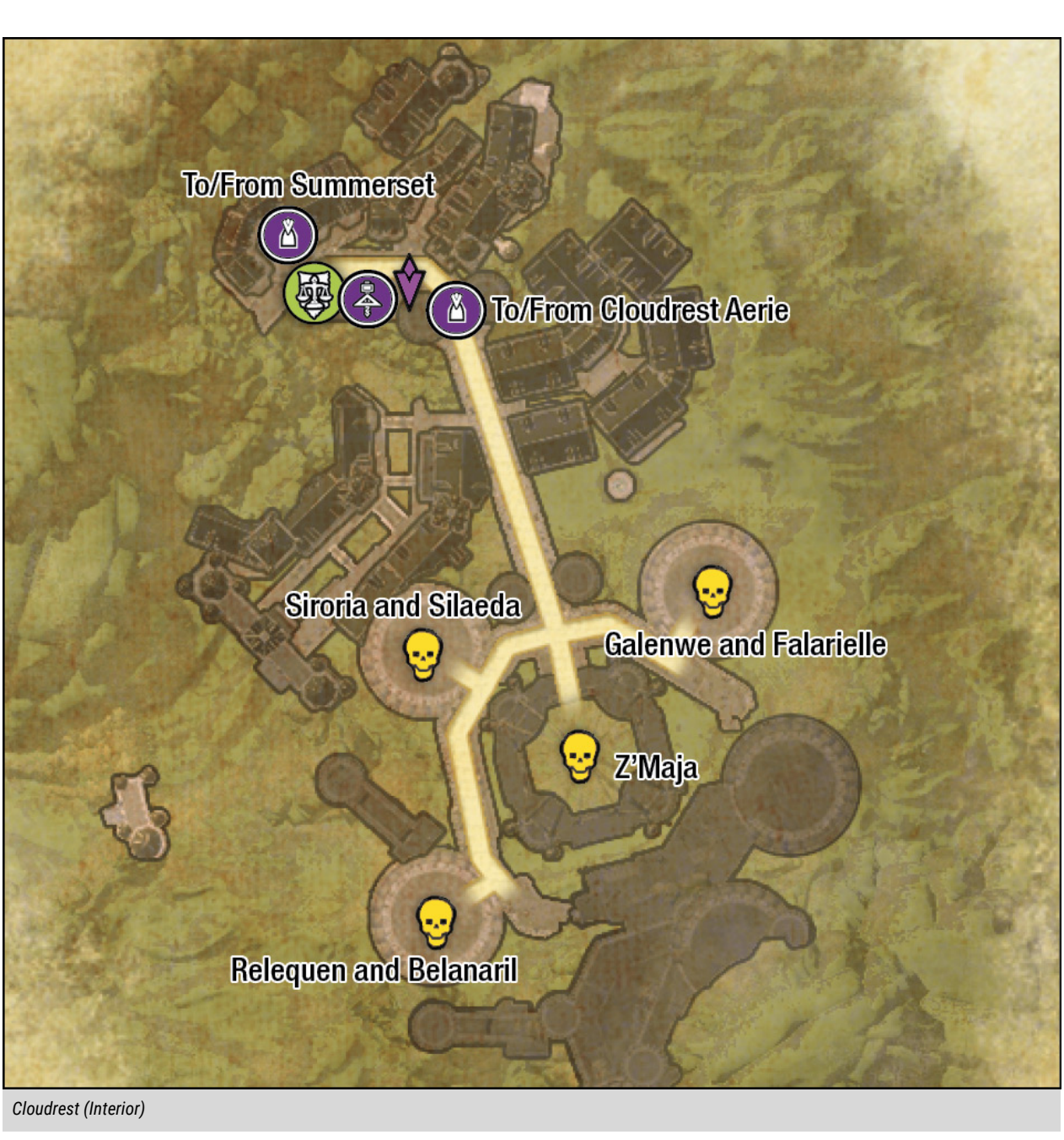
Once you free Grog, return to Cainar.

TALK TO MIRIYA

Cainar will instruct you to speak with his comrade Miriya about your findings. You can find her on the western shores of Alinor.

After speaking with Miriya, head up the shore a little ways and inspect Indirim's Report. You'll need to collect four more reports south, along the beach.

After you collect all five, head back to Battlereeve Tanerline in Alinor. She is in the center of the southern side of the city. Speak with her to complete the quest and earn a pair of Battlereeve's Abyssal Gauntlets.



Cloudrest (Interior)

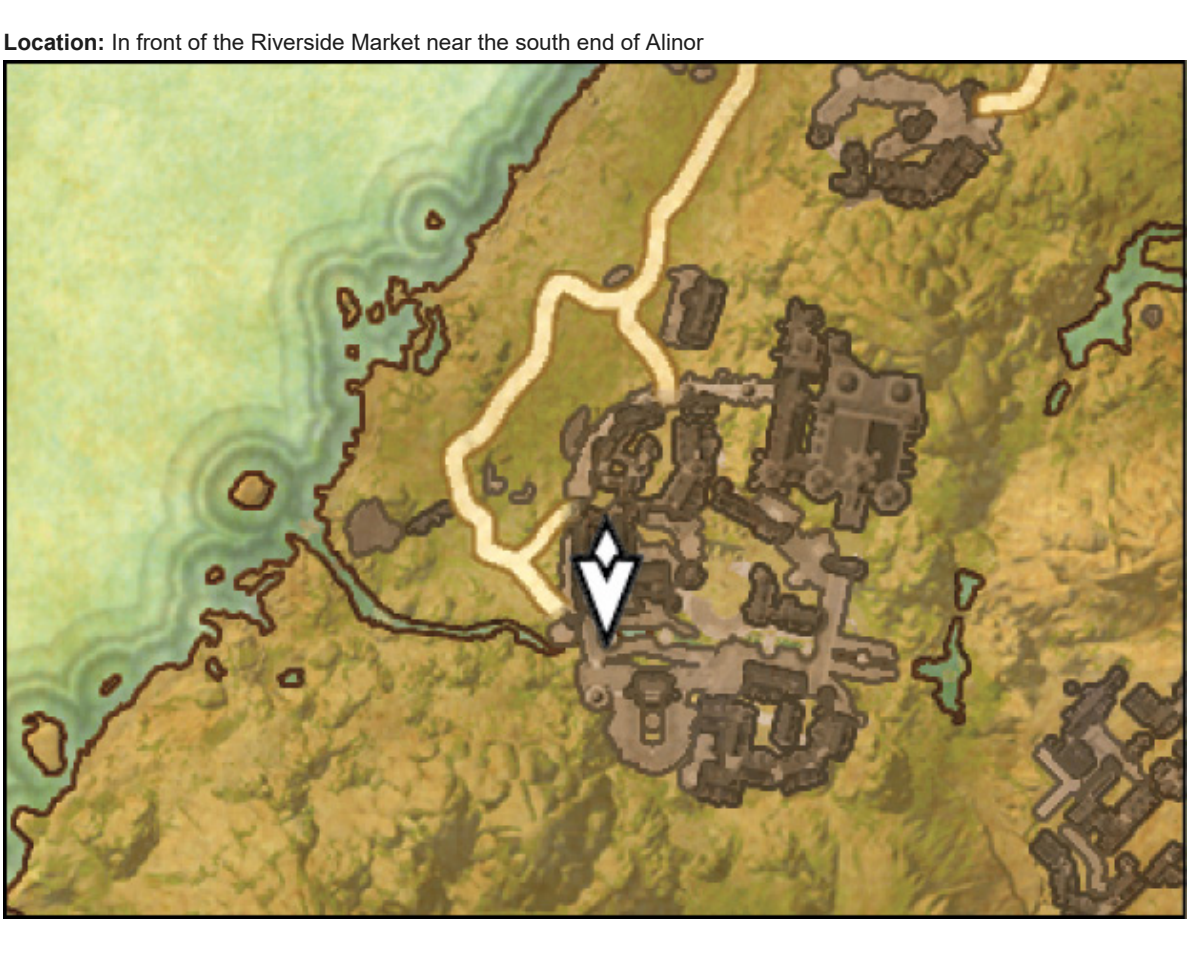
⚖	Merchants
◆	Quest Trial
☠	Enemy (Difficult)
●	Plaza
●	Building or Threshold

Cloudrest is one of the most brutal trials in all of *Elder Scrolls Online*. While it is a much smaller trial than most, the enemies you face will test you and your team far beyond your limits.

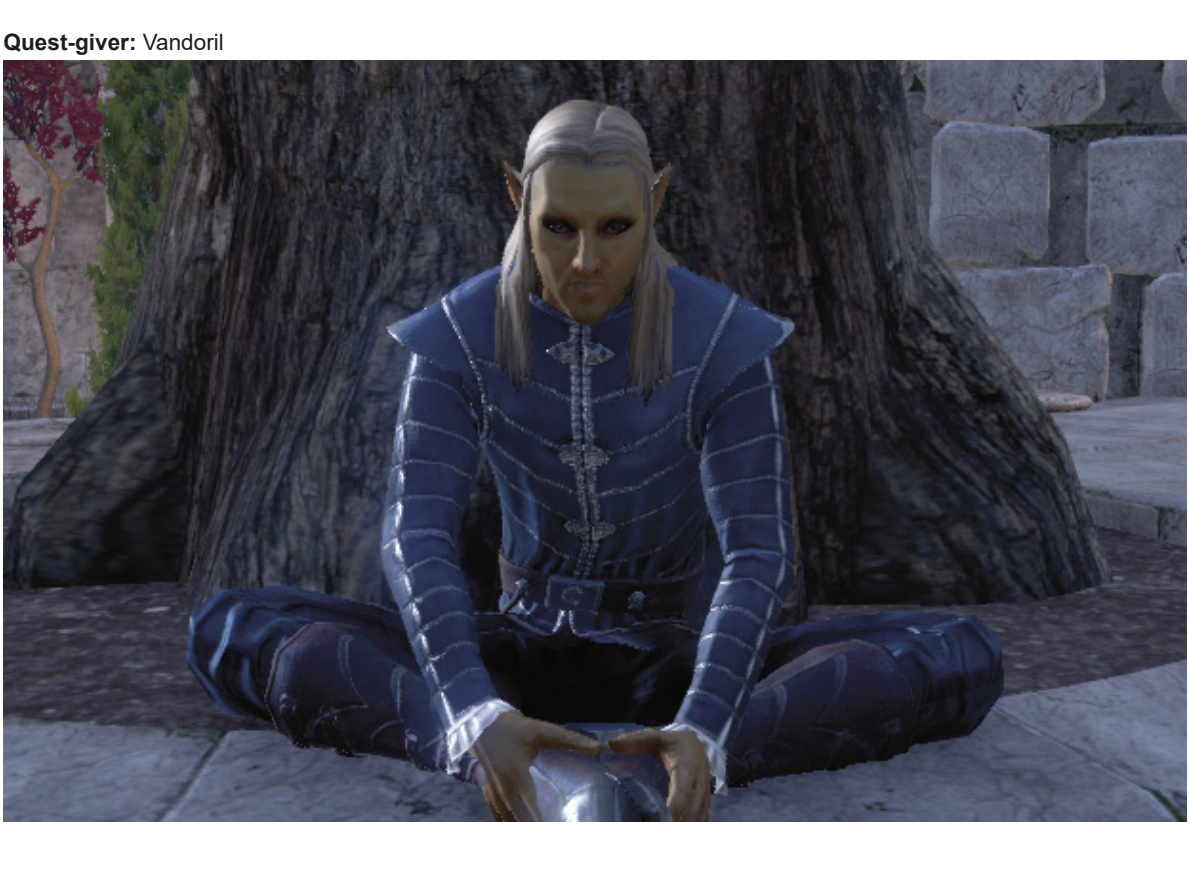
While we can offer you tips and information about completing this trial, ultimately it is up to you, your team, and your group strategies to get through this. Even with a full roster of experienced players, you'll still struggle. We'll help you know what to expect, but nothing will prepare you like experience.

CHECKING ON CLOUDREST

- **Location:** In front of the Riverside Market near the south end of Alinor



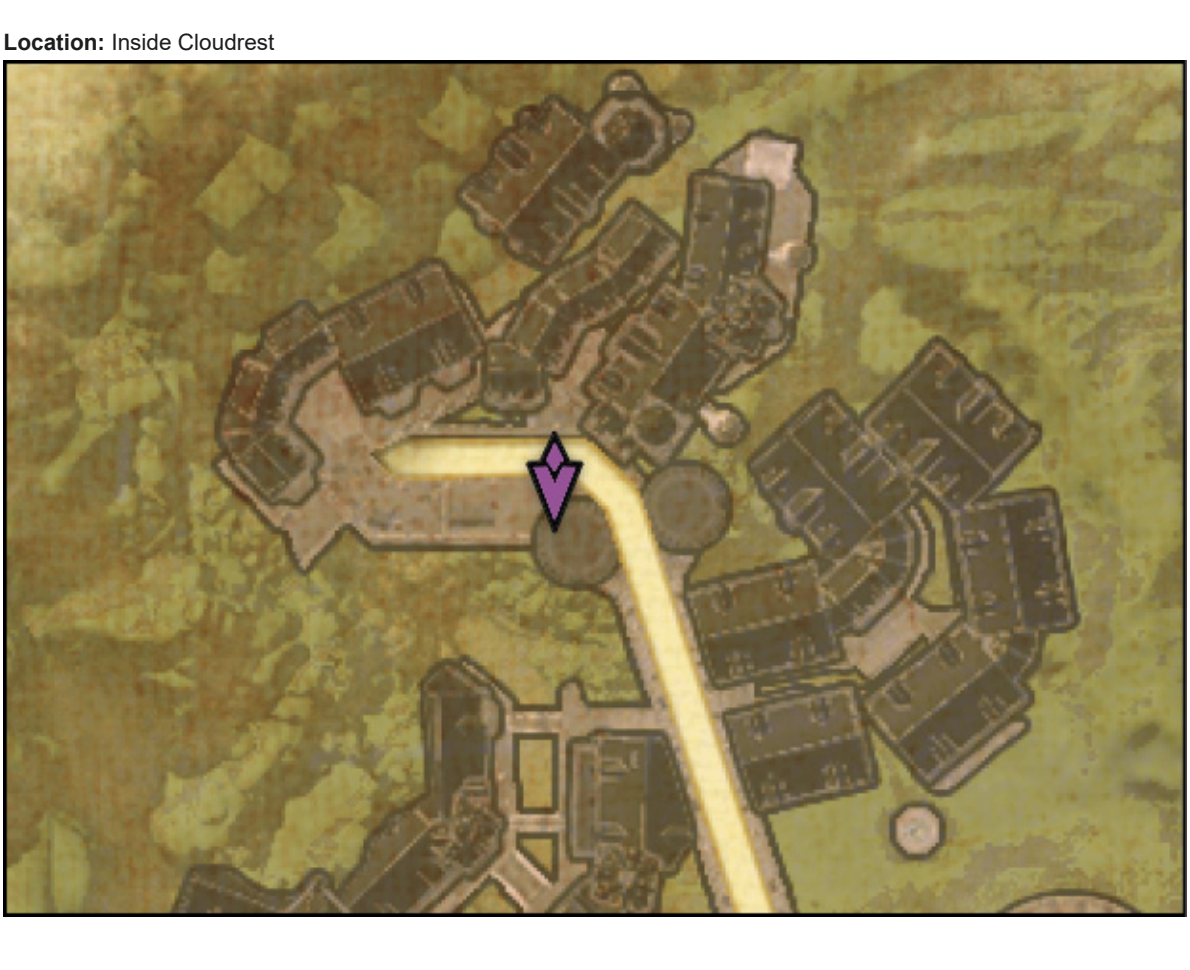
- **Quest-giver:** Vandoril



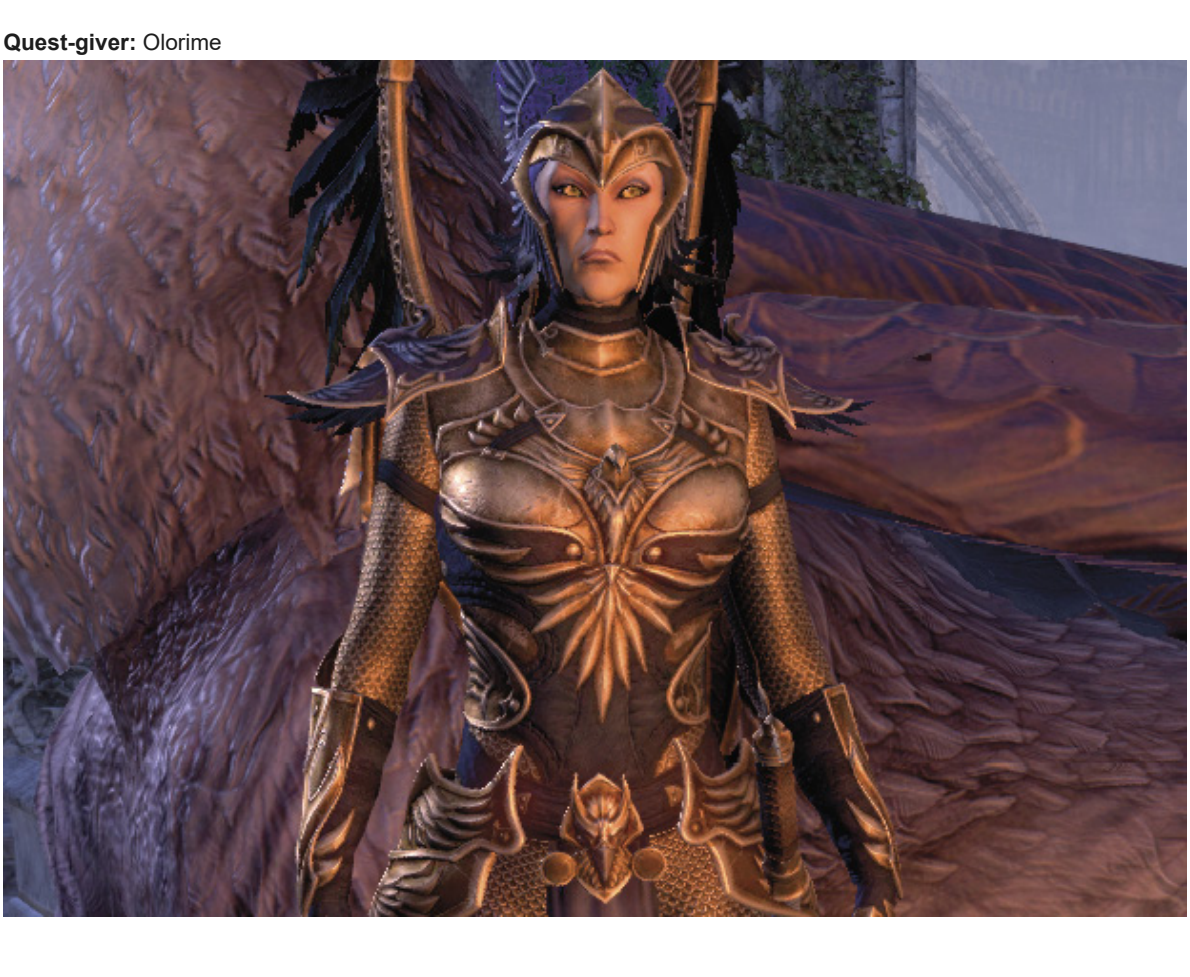
Description: Vandoril has been having terrible dreams of a Sload attacking his mother's home of Cloudrest. He knows they are just dreams, but he wants to make sure that he's safe nonetheless. Head to Cloudrest and confirm whether his dreams are premonitions or simply dreams.

WOE OF THE WELKYNARS (REPEATABLE)

- **Location:** Inside Cloudrest



- **Quest-giver:** Olorime



Description: The grand meeting hall of the Welkynar has been seized by the Sea Sload Shadowcaster Z'Maja. With the aid of Nocturnal's immensely powerful amulet, Z'Maja was able to subdue three of the four Welkynar. Z'Maja then used their bodies as vessels to summon forth shadow replicas of the Welkynar and their gryphons. Each of the three Shadow Welkynar stand ready at their personal landing zones along with their shadow gryphons. The Shadow Welkynar harness various elemental magic combined with potent shadow magic, while their gryphons provide strong physical backup. At the center of the meeting hall, Z'Maja awaits with an arsenal of deadly shadow magic that will force players to step into the darkness in order to stop Z'Maja from ravaging all of Summerset.

Woe of the Welkynars encompasses the entire Cloudrest experience. You'll have one task: Defeat Z'Maja. Accomplishing that goal almost demands that you defeat her imprisoned Welkynars and their gryphons. You are free to go straight to Z'Maja with your group, but doing so will force you to deal with the Welkynars' attacks during your fight with Z'Maja, which is brutal enough by itself. We suggest you take on each of the Welkynar, then Z'Maja on your first time through. After that, you can up the ante and challenge her directly if you're trying to gain a high score on the trial leaderboards.

You'll earn a Welkynar Soaring Coffer (only once per week) for completing this quest. Defeating Z'Maja also gives you the Z'Maja Trophy and the chance to earn set equipment items from any of the four possible trial armor sets.

OLORIME THE LAST WELKYNAR OF ETON NIR AND DARREMALATU

Olorime is the last Welkynar not swept up in Z'Maja's shadow magic and she's not content to sit back and let you do all the work. She, and her gryphon Darremalatu, will assist you throughout the fight.

While she and Darremalatu won't attack any of your foes directly, they will help you survive and escape Z'Maja's Shadow World.

THE WELKYNARS

Each of the Welkynars fights alongside their own gryphon during the fight, and while Welkynar might be synonymous with power in Summerset, the Welkynar themselves are not necessarily the ones to fear. Their movesets are all limited to a basic attack, an interruptible attack, a heavy attack, and a unique special attack. Beyond those moves, they aren't particularly complex.

Each fight requires a tank and an offtank to survive the encounter. One tank should focus on redirecting the Welkynar's attacks, while the other should focus on taking damage from the gryphon; swap targets when either tank takes too much damage. Any less than two tanks and you'll find it just about impossible to win any fight here.

Once you're in a Welkynar's arena, each one will cast a spell that will wrap around the arena's entrance, preventing anyone from escaping until you are all dead or until you win.

The enemies you really have to look out for are the gryphons. They all share similar movesets between each other, but those moves are all quite devastating. On top of that, each one has its own superpowered attack that is distinct from the other gryphons' and requires a completely different strategy for each one.

If you ignore the Welkynars and their gryphons and go straight to Z'Maja, they will jump in to assist Z'Maja about halfway through the fight. One Welkynar left alive will join the fight at 50% strength; with two Welkynar left alive, one will join at 65% and the other at 35% strength; with three left alive, they will join at 75%, 50%, and 25% strength. When this happens, the gryphons will also use their special attacks and will continue to do so until the fight is over, even if you defeat the Welkynar who are assisting Z'Maja. Leaving any alive during this fight will cause the Welkynar to enrage when the final Shadow Z'Maja emerges.

You can ignore the Welkynar if you're looking for an added challenge, but beyond that, leaving them is begging for death.

THE SHADOW WORLD

Each fight in Cloudrest will require a part of your group to enter portals to the Shadow World, where Shadow Yaghra, who are invulnerable while in the Shadow World, slowly march toward the portal to the real world. While there, players will need to destroy Tenebrous Vessels and grab the Malevolent Cores before any of the Shadow Yaghra can reach the portal. Every Yaghra that makes it through will end up back in the real world, making the fight significantly harder. If enough Yaghra escape into the real world, it will become just about impossible to win the fight, so your team will need to act as quickly as possible in the Shadow World to destroy the Tenebrous Vessels and grab the Malevolent Cores.

Olorime will throw three spears into the arena after all Malevolent Cores have been revealed. Members of the group in the real world will need to approach the spears and activate them to make them appear in the Shadow World. Players inside the Shadow World must then gather the three Malevolent Cores and individually stand on each of the three spear locations. Doing this will shatter the Malevolent Cores and close the portal to the Shadow World, keeping the Yaghra from reaching the real world.

Players in the Shadow World should use crowd control on the Yaghra to keep them from reaching the portal.

MALEVOLENT CORE

Players need to pick up three Malevolent Cores, which are hidden in Tenebrous Vessels on the arena's outer edge. When Olorime throws her spears, players in the real world need to activate them, which will make them appear in the Shadow World. When a Malevolent Core has been revealed after the destruction of a Tenebrous Vessel, Olorime will toss a spear containing the Welkynar's Light into the air. When all three spears have appeared in the Shadow World, the players holding the Malevolent Cores will need to bring each of them to the spears to destroy them. Each player can hold only one Core at a time.

A Malevolent Core will rotate around the player holding it and deal ramping damage over time. They also feed off shields and will strip them away from a player with each tick of damage. Once a player picks up a Malevolent Core, they can't get rid of it on their own. If a player dies with a Core in hand, it will fall to the ground, allowing another player to acquire it.

We suggest waiting until all three Malevolent Cores have been found before picking any of them up. Once you have them, you can't shake them and they deal progressive damage.

Once all three Malevolent Cores have been destroyed, the portal to the Shadow World is shut and players in the Shadow World are pushed back to the real world.

VETERAN DIFFICULTY DIFFERENCES: HOLLOWING TORMENT

Each time players enter the Shadow World, they are debuffed and are incapable of jumping into the next Shadow World portal. Any player who tries to enter a portal after having entered the prior portal will be killed instantly.

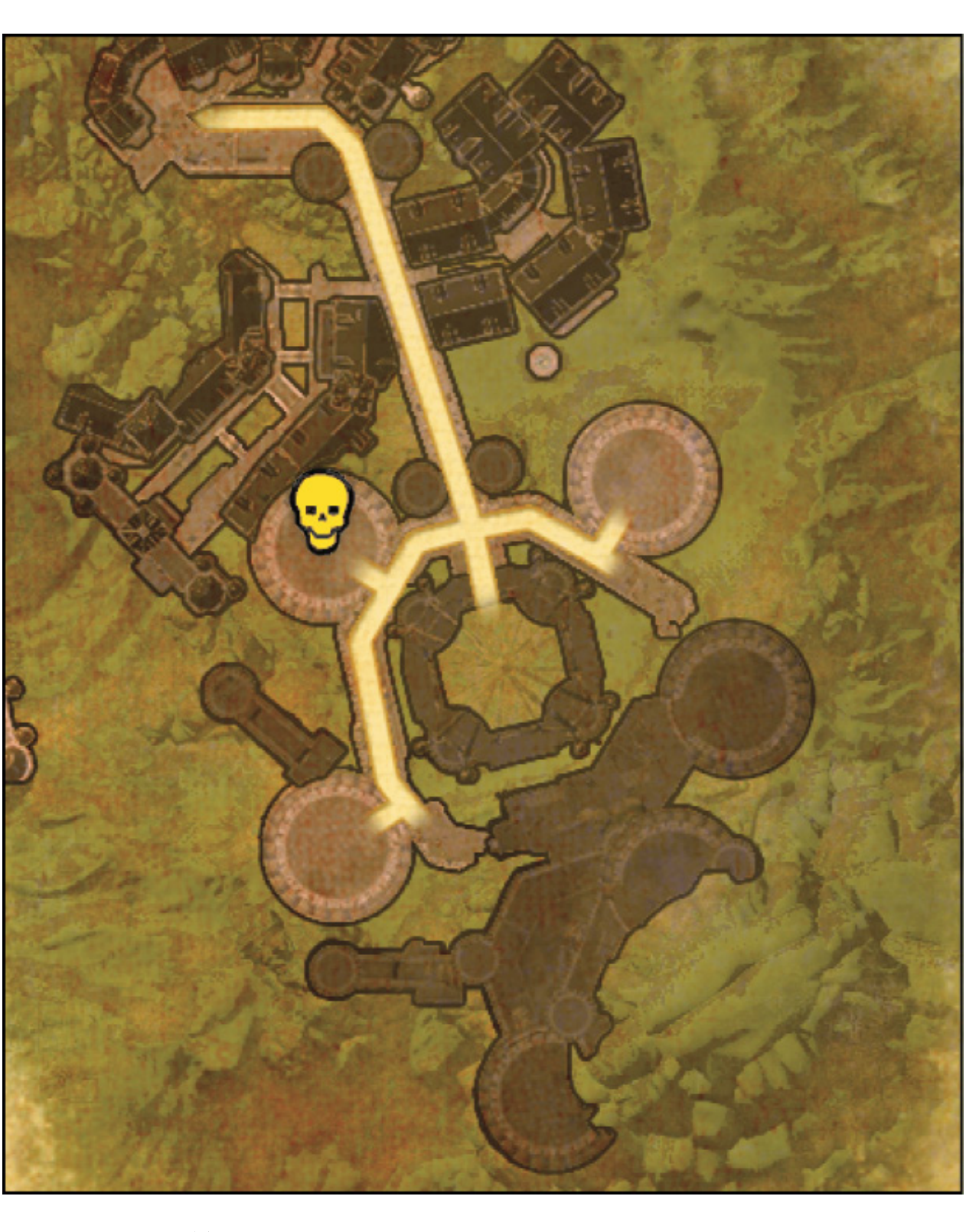
When a Malevolent Core is revealed in Veteran difficulty, it will start shooting projectiles at players within the Shadow World until it is picked up.

A single Yaghra Monstrosity will spawn as a result of the Shadow World gateway being destroyed.

TALK TO BELARIN

You can teleport directly to Cloudrest like you would any other wayshrine. You'll find it seated firmly in the center of Summerset. You'll find Belarin just beyond the door to Cloudrest. Speak with her to complete the quest.

SIRORIA THE WELKYNAR OF FLAME AND SILAEDA THE GRYPHON



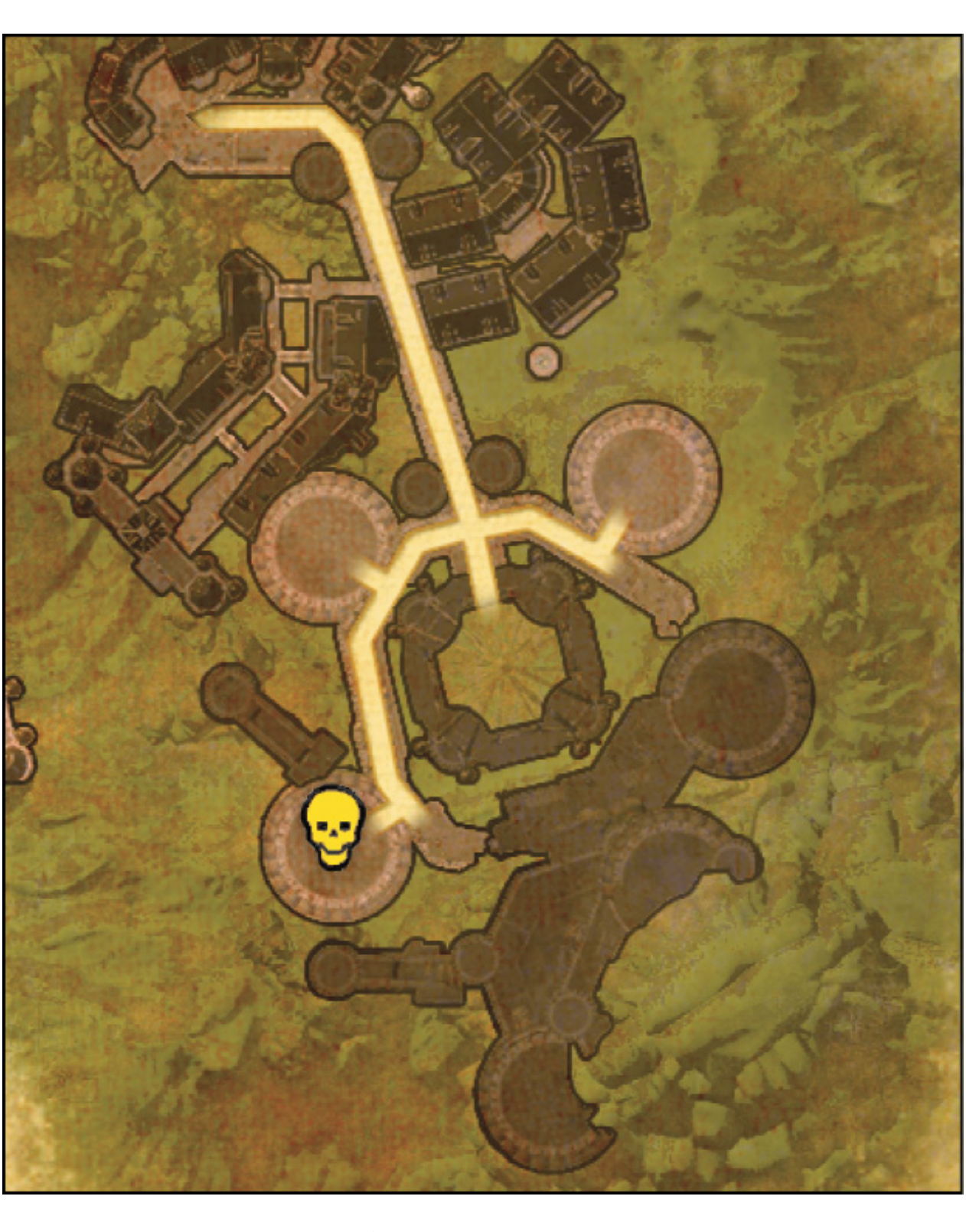
SILAEDA'S ABILITIES

ROARING FLARE

Aside from a slew of abilities shared by all of the gryphon fights in Cloudrest, each one has their own unique superability. Silaeda's is called Roaring Flare, which is a single-target debuff that places a medium-sized AoE around the targeted player.

The damage is overwhelming for a single player and will kill any player who absorbs the entire AoE by themselves; splitting the damage among multiple players is the only way for the targeted player to survive, so other players must join the targeted player inside the AoE when the damage goes off. The color around the affected player changes from red to orange to yellow when enough players have stacked up.

RELEQUEN THE WELKYNAR OF STORM AND BELANARIL THE GRYPHON



GRYPHON BELANARIL'S ABILITIES

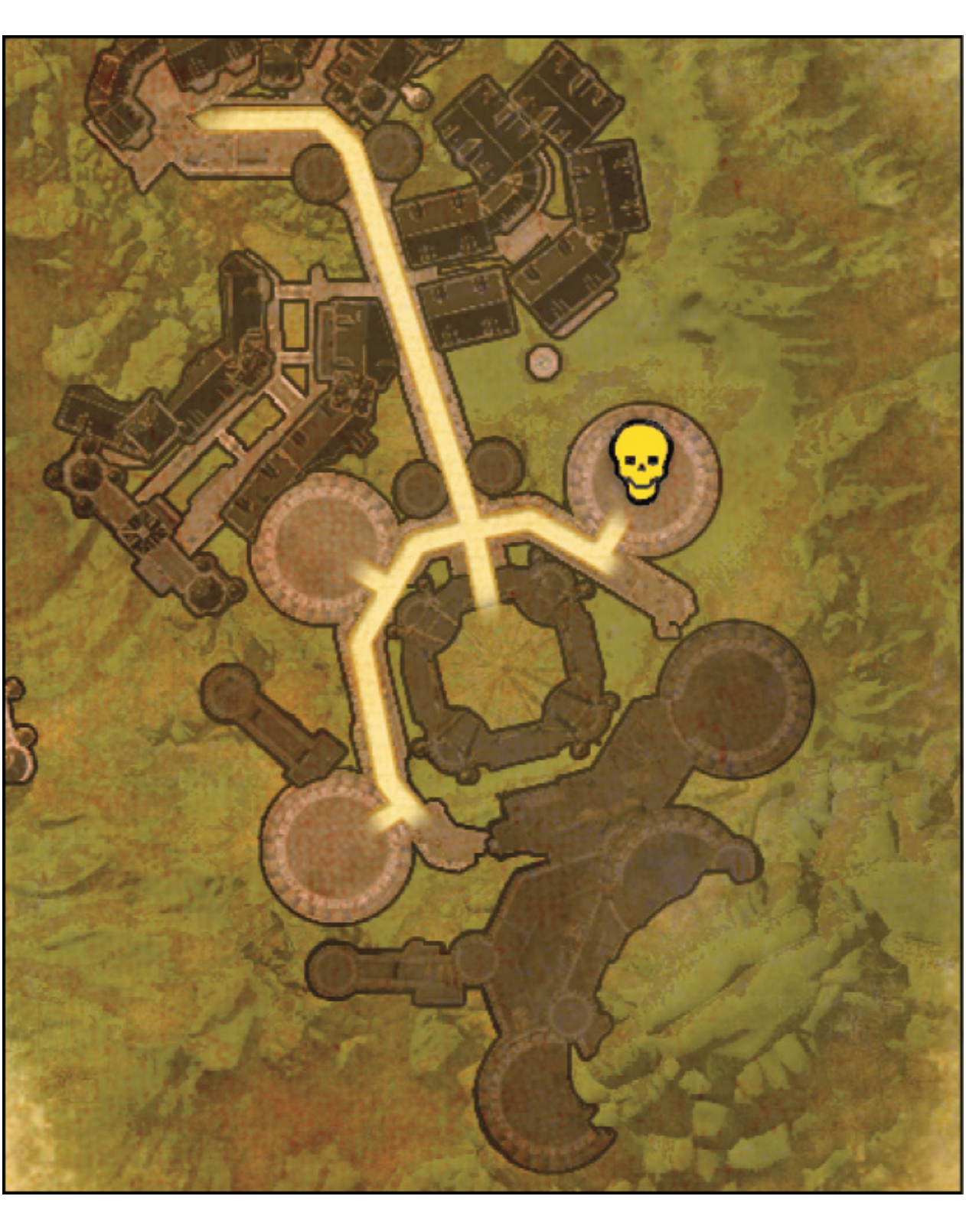
VOLTAIC CURRENT

Voltaic Current is a debuff to the targeted player's weapon. When it hits a player, their primary weapon becomes cursed and begins firing lightning bolts. These bolts will hit other players, including the one with the debuff. The damage these bolts cause is immense, so immediately swap out your weapon and wait out the debuff before equipping that weapon again.

Voltaic Current doesn't last for a particularly long time, but it's more than enough time to hurt or kill you and your teammates if you continue using that weapon.

If the debuffed player has this weapon active when the debuff expires, a burst of shock energy will activate on the debuffed player; this will fire out chains to nearby players, which will then debuff their active weapons of those players as well, continuing the cycle.

GALENWE THE WELKYNAR OF FROST AND FALARIELLE THE GRYPHON



FALARIELLE'S ABILITIES

HOARFROST

Falarielle casts a debuff that is placed directly on a random player and slowly freezes them. After a short time, the player holding the Hoarfrost will receive an option to drop it on the ground. Dropping it creates a burst of AoE damage and a small tornado, which will grow and begin shooting ice shards around the arena. Each ice shard will deal massive damage and slow the players it hits. Players can pick up the Hoarfrost, which will begin to slowly freeze them until they put it down themselves or until it kills them.

The goal here is to trade off the Hoarfrost between players, not allowing players to die from the AoE and tick damage of holding the Hoarfrost and not allowing the Hoarfrost to grow and shoot shards at players when left unattended.

Z'MAJA THE SEA SLOAD SHADOWCASTER

Z'Maja is a three-phase fight that will be easier or harder, depending on whether or not you defeated all three Welkynar beforehand. She will remain stationary for the entire fight, but does teleport randomly between multiple predetermined locations.

Like all the other fights, this battle will take place on both the surface world and the Shadow World, where Z'Maja's shadow clone, the Shade of Z'Maja, exists.

One tank must draw Z'Maja's attacks, while the other draws Shade of Z'Maja's attacks in the Shadow World. Shade of Z'Maja can escape the Shadow World, before phase 3 of the fight, which will lead to a party wipe.

If you left any Welkynar alive, they will join the fight at fixed intervals. When this happens, their respective gryphons will fire their special attacks into the arena, which will stay in the fight until Z'Maja and Shade of Z'Maja are dead.

The first Welkynar jumps into the fight when a specific health percentage remains on Z'Maja. The Welkynars join the battle in this order: Siroria, then Relequen, and finally Galenwe. The health percentages at which this occurs depends on how many Welkynar you left alive. The number of remaining Welkynars also determines the strength at which they enter the fight.

Once you defeat a Welkynar, it'll be out for the rest of the fight, but its gryphon's special attack will still persist.

PHASES

- **Phase 1:** Z'Maja just uses her base attacks. The portal to the Shadow World will appear based on a timer, but that timer's duration will change depending on how many Welkynar still live before you started the fight with Z'Maja.
- **Phase 2:** Z'Maja will begin casting Crushing Darkness, which summons Nocturnal Creepers, and the Shadow World will begin breaking through to the real world.
- **Phase 3:** Once Z'Maja is close to being defeated, she unleashes the full power of her amulet by cracking it open. This pours enough energy into the center of the room to force her shadow clone into the real world.

Z'MAJA'S PHASE 1 ABILITIES

MIND BLAST

A telekinetic projectile that targets a single player. Every fourth time Mind Blast hits a player, they'll suffer an 8-second damage over time called Leeching Shadow.

While Z'Maja specifically targets a single player with Mind Blast, it also creates a cone in front of her that will damage players in it for slightly less than Mind Blast's base damage.

LEECHING SHADOW

An 8-second DoT applied to any target that is the victim of four Mind Blast attacks within 15 seconds. Damage from this debuff increases with each tick.

NOCTURNAL'S FAVOR

This a blockable but undodgeable projectile. Z'Maja will conjure up a powerful batch of shadow energy in front of herself and thrust it outward toward her chosen target, dealing massive damage if it lands.

SHADOW SPLASH

Z'Maja will begin waving her hands to channel a spell. After a couple seconds she will settle into a rhythmic motion, at which point players will get sucked into a vortex of shadow. Any players unlucky enough to enter the vortex will be taken to a random spot in the air and dropped to the ground, suffering fall damage.

This attack is interruptible, so do what you can to stop her. If she's allowed to continue casting the spell, she'll drag more players into the vortex and drop them as well.

VETERAN DIFFICULTY DIFFERENCES

The teleportation height is raised, which causes greater amounts of fall damage upon impact.

DARK CANAL

Creates a teleportation pool at her current location and a second pool at a random location that she'll pop out of.

MALICIOUS SPHERE

She summons Malicious Spheres in random locations around the arena, which will then wander randomly around the room. If a Sphere comes in contact with a player, that player is stunned temporarily and multiple Sinister Beads fly out in all directions along the ground from the Sphere's explosion. The Spheres can be targeted by attacks and destroyed, so make a point to remove them whenever they appear. When Spheres are destroyed, they will target a random player and fire a number of projectiles based on how many Welkynar are left alive. For 0 to 2 Welkynars, the number of projectiles matches the number of Welkynars; with 3 Welkynars alive, a destroyed Sphere will fire 4 projectiles.

SINISTER BEAD

A Sinister Bead is a small shadow orb that travels in a straight line outward from an exploded Malicious Sphere. Multiple Beads will spawn from a single, exploded Malicious Sphere, flying out in random directions. They deal damage to any players they roll through and can cause other Malicious Spheres to explode, generating more Sinister Beads, and so on.

VETERAN DIFFICULTY DIFFERENCES

In Veteran mode, players hit by a Sinister Bead or a Malicious Sphere are stunned. This stun goes through block and CC immunity.

SHADE OF Z'MAJA

The Shade of Z'Maja appears in the Shadow World of the Z'Maja fight. You'll need a tank to distract her while the other players work to shut down the Shadow World. You won't have to worry about Yaghra during this fight, but failing to destroy the portal in time will allow Shade of Z'Maja to enter the real world prematurely.

If Shade of Z'Maja reaches the real world, she'll disable all players and Olorime and Darremalatu. She'll then conjure up a Dark Detonation, which is an AoE that fills the entire arena and can only be avoided with the help of Darremalatu's Wind of the Whisper. With every ally stunned, you'll have no way of escaping the explosion, meaning everyone will die.

SHADE OF Z'MAJA ABILITIES

Shade of Z'Maja shares Mind Blast, Leeching Shadow, Nocturnal's Favor, Shadow Splash, and Dark Canal with Z'Maja, which means they all function in exactly the same way as they do with Z'Maja herself.

DARK DETONATION

As we mentioned earlier, Shade of Z'Maja will summon up a large concentration of shadow energy, which will engulf the entire arena. When it eventually explodes, it will deal damage to all players on the room's lower level.

This ability is used twice per shadow world and is on a fixed timer. Each time the detonation goes off, the gateway is powered up. After the second detonation, the gateway is large enough to allow the clone through to the real world, so use these Dark Detonations to gauge how much time you have left before Shade of Z'Maja can break into the real world.

In order to avoid this damage, players must run to the corners of the arena and use Darremalatu's Wind of the Welkynar AoEs to boost themselves up to platforms on the arena's upper level. You'll be able to identify these AoEs as bright, glowing geysers.

As soon as Dark Detonation resolves, jump off the upper-level platforms back into the arena below. Four smaller Dark Detonations will explode on the upper platforms, severely damaging anyone who remains up there for too long.

VETERAN DIFFICULTY DIFFERENCE: SHADOW OF THE FALLEN

When a player dies, a shadow will erupt from their corpse using the likeness of the deceased player. The shade will run around and causes all sorts of trouble for the living, casting point-blank AoEs, throwing projectiles at random players, and being untankable and untauntable.

If a living player attempts to resurrect a player who still has a surviving shadow copy running loose, the player attempting to resurrect will take damage during the resurrection. Once a player's shadow has been defeated, the shadow energy returns to the player's body, indicating the player is viable for resurrection.

If a player dies in the Shadow World, the player and their shadow are both moved back into the real world.

Z'MAJA'S PHASE 2 ABILITIES

CRUSHING DARKNESS

Z'Maja will charge a powerful amount of shadow energy above its head and unleash up to three giant beams that all generate their own large AoE at the base of each beam. These AoEs follow the current target, in addition to two other players chosen at random.

SUMMON TENTACLES

Z'Maja will call forth shadow tentacles, which perform Razorthorn: an attack that picks a random player and fires tunneling roots at them. When the roots reach the target, they explode, doing AoE damage and rooting the target player in place. The rooted player then takes ramping damage over time as long as they remain in the root effect, on top of being silenced for multiple seconds.

Z'MAJA'S PHASE 3 ABILITY

SHIFTING SHADOWS

While the portal to the Shadow World is open, cone-shaped AoEs emerge from the portal and expand toward random players, firing off a wave of shadow energy. When a wave contacts a player, it causes them to swap between the real world and the Shadow World, or vice versa.

This attack can appear in either the real world or the Shadow World. Any player hit by Shifting Shadows will be instantly stunned, on top of being teleported to the realm they are not currently inhabiting.

The Atlas of Summerset Isle

An Overview of the Lands of the High Elves

Welcome to a meticulous guide that will take you through every location across Summerset Isle and Artaeum. This guide has separated the realm of Summerset Isle into four main regions so you may explore more easily. Each region has been given a name related to its most well-known locations and the wayshrines therein. Although regions aren't visible on your in-game maps, the information is easy to follow and provides reference to what to expect during your journey. Unless otherwise stated, explanatory evidence of each location assumes there are no active quests in the vicinity.

REGIONS AND LEGEND

This Atlas is divided into five subchapters; these are the accessible regions of Summerset Isle and Artaeum, starting with the northwest region:

- Region 1: Crystal Tower, Lillandril, Illumination Academy (Northwest)
- Region 2: Rellenthil, Cey-Tarn, Alinor (Southwest)
- Region 3: Veyond Wyte, King's Haven Pass, Eldbur Ruins (Northeast)
- Region 4: Shimmerene, Sil-Var-Woad, Eastern Pass, Sunhold (Southeast)*
- Region 5: Artaeum

In each subchapter, locations are revealed with the in-game icon that appears on your compass and maps wherever possible, but we reveal several unmarked locations and other useful knowledge as well. For larger dungeons and settlements, interior maps have been provided. These help you explore major locations and flag important items.

*Assuming you complete the Tutorial Quest: The Mind Trap, you begin your adventure by exiting a temple close to Shimmerene in this Region.

LOCATIONS AND TYPE

The following icons are associated with particular locations across Summerset Isles and Artaeum. They each have their own Atlas entry and detail.

PRIMARY LOCATION (KNOWN):

These are locations that appear on your in-game world map, with a familiar icon. Use these as an anchor point when navigating this realm. The number of the icon refers to the number of the region and subchapter, so simply cross-reference it. For example, Primary Location 1.02 is the second location in region 1.

SECONDARY LOCATION (UNKNOWN)

These are locations that do not appear on your in-game map. Some are as large, or larger than the "known" primary locations, so it's important not to overlook them. Expect small camps, manor houses, locations within a settlement, hidden cavern systems; they could be anything! These are also known as "unmarked" or "secondary" locations.

PRIMARY LOCATION: ABYSSAL GEYSER

A coastal anomaly where a Bedlam prophet summons waves of incoming hostiles, with immense bosslike foes and high-level loot to finish.

PRIMARY LOCATION: ARTIFACT GATE/TEMPLE

An ancient structure or fortification of note, requiring some exploration and possible interior investigation.

PRIMARY LOCATION: CAMP

A small location, usually with a gathering of tents and a fire.

PRIMARY LOCATION: CITY

Usually the largest settlement in a region, complete with multiple interior structures once you cross the city's threshold. Expect Merchants, quests, docks, and other activities.

PRIMARY LOCATION: CRAFTING

A special crafting table (or several) at this location allows you to create sets of equipment.

PRIMARY LOCATION: DELVE DUNGEON

A particularly tough adventure awaits you in this self-contained location. Expect multiple foes, bosses, and group battling.

PRIMARY LOCATION: FARM OR WINERY

An area of arable farmland or grape-growing, usually outside a large settlement, but not too far into the wilderness.

PRIMARY LOCATION: GROUP BOSS

An extremely tough boss entity lurks in this area. Slaying it requires multiple adventurers.

PRIMARY LOCATION: INTERESTING LOCALE

These appear at locations that are of interest and on your in-game map.

PRIMARY LOCATION: PLAYER HOUSE

Also known as "Homestead Estates," this indicates a house you can gain via quest completion or purchasing.

PRIMARY LOCATION: PUBLIC DUNGEON

A self-contained interior location with greater threats to face than those found within a delve. Multiple adventurers working together is recommended.

PRIMARY LOCATION: TRIAL

If you wish to test your mettle to its very limits, feel free to journey to this particular dungeon entrance.

PRIMARY LOCATION: RUIN

An old and dilapidated structure of architectural merit dominates this location.

PRIMARY LOCATION: SACRED GROVE

An area of particular importance to nature, whether it be plant or animal-based.

PRIMARY LOCATION: SEAT OF LEARNING

An impressive college filled with books and learned characters.

PRIMARY LOCATION: SERVICE DOCK

A dock where a navigation can plot you a course to and from Summerset Isle.

PRIMARY LOCATION: TOWER

An ancient, vertical structure that dominates the landscape of the Artaeum isle.

PRIMARY LOCATION: TOWN

A large settlement with multiple buildings, interior locations such as inns and markets, and quests to attempt.

PRIMARY LOCATION: WAYSHRINE

A marker allowing the teleportation (or "fast-traveling") to other wayshrines around Summerset Isle or Tamriel in general (for a price). Unlock these first, as you go, and spread out from them when exploring. You also can return here when you die.

MAP ICONS

The icons present on the world map and inside settlements and dungeons usually indicate individual locations, such as fishing holes, merchant activity, areas that offer quests, or hidden spots where you might scavenge a collectible. Many don't have an Atlas entry, so you're encouraged to seek these out via the guide's world map.

> **TRACKING TRICKY TREASURE**
>
> Please be aware that the maps and possible locations for certain objects such as Thieves Troves, Heavy Sacks, and other types of treasure, show only a probable, but not an explicitly certain location for a pickup. As certain types of objects appear randomly, you may or may not find them at a location.

BOOK

This location has a tome you can read to increase your lore knowledge.

ENEMY (DIFFICULT)

A particularly troublesome, large, or otherwise "boss-like" foe is present at this location.

FISHING

The major fishing holes are detailed with a dot indicating the type of water.

HEAVY SACK

A large bag of items, which you can loot and add to your inventory. Note that not all of these items are active in Summerset Isle at once, so not every location shown may give you a Heavy Sack.

MAGES GUILD LOREBOOK

There are nine Mages Guild books to find, and multiple copies are scattered about Summerset Isle. The guide map (book only) provides a letter to show you which book is at a particular locale. Once you find one of these books, the others of the same type disappear, so only nine need to be secured:

Mages Guild Books

LETTER	NAME OF BOOK
A	Ayrenn: The Unforeseen Queen
B	Before the Ages of Man: Dawn Era
C	Before the Ages of Man: Merethic Era
D	Fang of the Sea Vipers
E	Manual of Spellcraft
F	Thalmor Handbill
G	The Old Ways
H	The Story of Princess Eselde
I	Varieties of Faith: The High Elves

MERCHANT

Flags a particular location as having a merchant. The exact type and number are detailed within the Atlas location entry. You'll find some merchants wandering and some will be stationary, while others will be from guilds and provide crafting services.

QUEST

Expect a quest to begin in the general vicinity of this area.

SKYSHARD (EXTERIOR)

SKYSHARD (INTERIOR)

These helpful imbuing shafts of light are pinpointed.

THIEVES GUILD DEAD DROP CHEST

A small, black chest is hidden away somewhere within the vicinity of the location, and gathering these helps complete Quest: Vault of Moawita.

THIEVES TROVE

A small box of equipment utilized by outlaws. Gather these as a member of the Thieves Guild. Note that not all of these items are active in Summerset Isle at once, so not every location shown may give you a trove.

TREASURE CHEST

Gain reasonable to valuable items by finding these weighty chests. Note that only 160 chests are active in Summerset Isle at once, so not every location shown may give you one.

> **SAFEBOXES AND TREASURE CHESTS**
>
> Certain locations contain safeboxes that hold lucrative treasure. While treasure chests are generally found in the wilderness or hostile locations, and usually contain equipment, safeboxes are found in areas where you risk accruing bounty. They usually contain treasure to be fenced for gold at a Fence in an Outlaws Refuge. Before lockpicking a safebox, you'll want to scope out the area to make sure its owner doesn't catch you in the act!

INTERIOR ICONS

These circular icons are all treated as their own secondary locations (except "Building or Threshold"). They appear on the guide maps within settlements or on interior location maps. Here's what they mean:

SECONDARY LOCATIONS

BANK

This location is a bank where funds can be stored.

BUILDING OR THRESHOLD

In your guide, this shows every single door, ladder, portal, or other threshold that takes you from one map to another.

FIGHTERS GUILD

This location is where the Fighters Guild are based.

GLADIATOR'S QUARTERS

This location is where battleground-related combat veterans are camping.

INN

You can enter a tavern or other type of watering hole at this point.

MAGES GUILD

This location is where the Mages Guild reside.

MERCHANT/GUILD TRADER

One or more merchants ply their trades at this location.

OUTLAWS REFUGE

Also known as the Thieves Guild; they lurk at this location.

PLAZA

A large-scale crafting location within the city of Alinor.

STABLE

Rest your weary steed at this location.

TEMPLE

Visit the peaceful interior of this temple, within Alinor.

WAYSHRINE

The same primary location wayshrines are also flagged within settlements they appear in. This is a marker you teleport to when maneuvering around the world or after you die. Unlock these as you explore.

LOCATION STATISTICS

Every place of note across Summerset Isle contains a list of pertinent information so you're better informed regarding what to expect within the location. The following explains what all the listed data means:

INFORMATION

There is a host of general information about each location, which is one or more of the following:

- **Abyssal Geyser:**This is a type of primary location.
- **Artifact Gate/Temple:** This is a type of primary location.
- **Bank:** This a type of secondary location.
- **Camp:** This is a type of primary location.
- **City:** This is a type of primary location.
- **Cooking Fire:** You can cook a recipe over a roaring flame at this location.
- **Crafting:** You're able to utilize one or more of the following stations at this location: Alchemy Station, Blacksmithing Station, Clothing Station, Enchanting Table, Jewelry Crafting Station, Outfit Station, Woodworking Station
- **Delve:** This is a type of primary location.
- **Farm or Winery:** This is a type of primary location.
- **Fighters Guild:** This is a type of secondary location.
- **Fishing Hole:** Expect to be able to fish at this location, at the indicated "splash" points.
- **Gladiator's Quarters:** This is a type of secondary location.
- **Group Boss:** This is a type of primary location.
- **Heavy Sack:** This location may have a heavy sack you can loot.
- **Inn:** This is a type of secondary location.
- **Interesting Locale:** This is a type of primary location.
- **Interior:** The location has an interior to explore.
- **Mages Guild:** This is a type of secondary location.
- **Mages Guild Lorebook:**Expect to collect this glowing purple tome at this location.
- **Merchant:** A merchant of any description is at this location.
- **Ore:** The expected ore you can mine in the immediate vicinity of the location is listed here.
- **Outlaws Refuge:** This is a type of secondary location.
- **Plants:** The expected plants in the immediate vicinity of the location are listed here.
- **Player House:** This is a type of primary location.
- **Primary Location:** This is known as a primary location.
- **Plaza:** This is a type of secondary location.
- **Public Dungeon:** This is a type of primary location.
- **Ruin:** This is a type of primary location.
- **Sacred Grove:** This is a type of primary location.
- **Seat of Learning:** This is a type of primary location.
- **Secondary Location:** This is known as a secondary location.
- **Service Dock:** This is a type of primary location.
- **Skyshard:** An imbuing shaft of light is accessible at this location.
- **Stable:** This is a type of secondary location.
- **Temple:** This is a type of secondary location.
- **Thieves Guild Dead Drop Chest:** A small chest of note can be collected here, as part of Quest: Vault of Moawita.
- **Thieves Trove:** A small box of equipment utilized by cutthroats may be randomly accessible here.
- **Tower:** This is a type of primary location.
- **Town:** This is a type of primary location.
- **Treasure Chest:**There's a possibility of this chest being available in or around the location.
- **Trial:** This is a type of primary location.
- **Wayshrine:** A wayshrine is available at this location.
- **Warning: Restricted Area (Trespass):** Enter this location and expect to pick a lock, then pick a fight as entities are hostile to your snooping and sneaking. You accrue a bounty if you're spotted in such an area. You can steal from these locations, selling your ill-gotten gains to a fence (usually at an Outlaws Refuge).

ENTITIES OF NOTE

Expected entities with conversation topics, or people who are able to further or start a quest, are listed here.

ENEMIES

Creatures that can be either caught (like torchbugs) or fought (like salamanders) are listed here, so you know the type of foe to expect in each area you explore. The Bestiary has in-depth data on the foes new to Summerset Isles. The quest chapters detail boss enemies, and this Atlas shows you where they are.

BOSSES

If the location in question has a particularly difficult and usually named boss, it is listed here. Exercise extreme caution!

NEARBY QUESTS

Any quests that are accessible are listed here. If a location is usually inaccessible during your general roaming around the region, the quest listed is usually the one you need to start in order to access the interior or additional areas of the location.

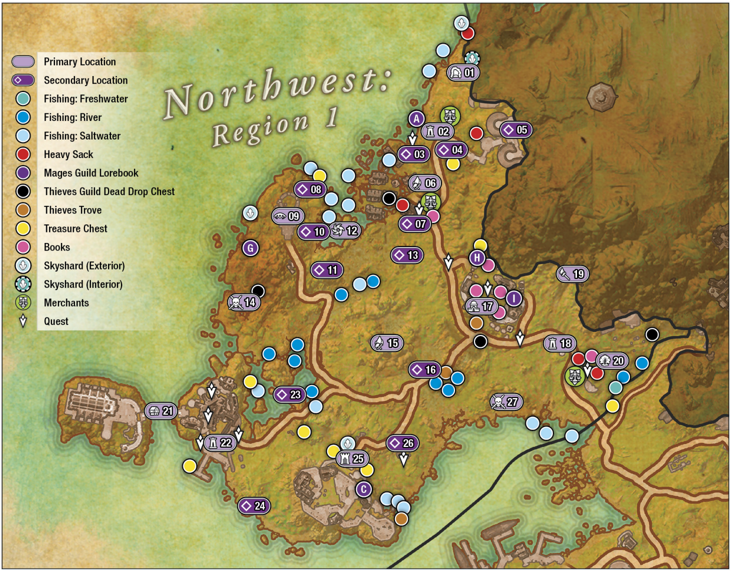
> **LOCATION SUMMATION**
>
> Due to the impressive size and scope of Summerset Isle, and the somewhat random nature of what may sometimes appear, it's impossible to track everything with a 100 percent sense of certainty. Check the Appendices chapter for information on where you can find important collectibles. You should prepare to find certain chests randomly in the landscape. All information descriptions are based on no nearby quests (or characters or occurrences) being active, unless otherwise stated.

The Elder Scrolls ONLINE

SUMMERSET

The Atlas of Summerset Isle

Summerset Isle: Region 1 (Northwest)



CRYSTAL TOWER, LILLANDRIL, ILLUMINATION ACADEMY

Rugged, coastal, and featuring a large marshland around the largest settlement of Lillandril, the northwest region of Summerset has attracted inquisitive folk from the scholarly class as well as the ne'er-do-well outlaw. This area is comprised of tidal pools; strange, half-sunken cursed hamlets (like the Corgrad Wastes); and hidden delves deep within the mountains along the northeastern edge. But it is the seats of learning; the College of Illumination and the College of Sapiarchs that many flock to see. Just be aware that dark magic is being conjured. How else can one explain the influx of daedra and the dark maelstrom enveloping the Sea Keep?

Locations

○ Primary ● Secondary

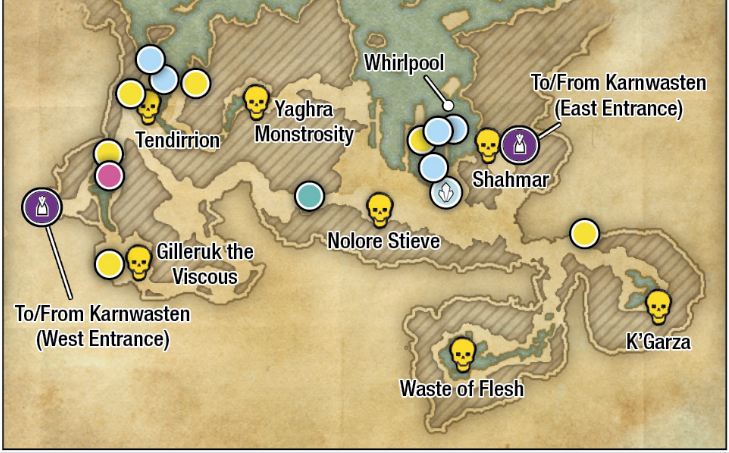
#	NAME
#	NAME
○ 01	Karnwasten (West Entrance)
○ 02	The Crystal Tower Wayshrine
● 03	Amsha’s Camp
● 04	Watchtower
● 05	The Crystal Tower (Entrance)
○ 06	Corgrad Wastes
● 07	Ruliel’s Camp
● 08	Coastal Shrine and Fishing Hole
○ 09	Cathedral of Webs

10	Cathedral of Webs (Exit)
11	Skeleton Alcove
12	Corgrad Abyssal Geyser
13	Rocky Camp and Small Shrine
14	The Queen’s Hatchery
15	Augury Basin
16	Augury Basin Bridge
17	Illumination Academy
18	Ebon Stadmont Wayshrine
19	King’s Haven Pass (West Entrance)
20	Ebon Stadmont

21	**Lillandril and the College of Sapiarchs**
22	**Lillandril Wayshrine**
23	**Fishing Camp**
24	**Saltbreeze Cave**
25	**Sea Keep**
26	**Sea Keep Camp**
27	**Keelsplitter’s Nest**

01

PUBLIC DUNGEON: KARNWASTEN (WEST ENTRANCE)



Karnwasten (Interior)

●	Building or Threshold

●	Fishing: Freshwater
●	Fishing: Saltwater
●	Treasure Chest
●	Books
●	Skyshard (Interior)
☠	Enemy (Difficult)

- **Information:** Interior, Primary Location, Public Dungeon; Skyshard (Exterior), Skyshard (Interior)
- **Entities of Note:** Renzier

- **Enemies:** Coral Crab, Flesh Atronach, Night Runner, Reef Viper, Risen, Salamander
- **Boss (Public Dungeon Group Event):** K'Garza (Holdala Reni, Maelrisse, Sakjhera, Yargonk)
- **Boss (Public Dungeon Quest):** Madja
- **Bosses (Champions):** Tendirrion (Champion), Gilleruk the Viscous (Champion), Waste of Flesh (Champion), Shahmar (Champion), Nolore Stieve (Champion)
- **Nearby Quests:** An Unexpected Betrayal

"The most rigid and hidebound societies conceal the most illicit activity just below the surface. If you have tariffs and duties, you also will have smugglers who evade them. If one squeezes hard on a bladder wine-sack, the wine must spurt out somewhere, yes?" —Razum-dar

The "spurt" is mainly confined to this huge ocean cove that crosses the entire northern shores of Summerset Isle. This public dungeon has two entrances—the western one near the Crystal Tower Wayshrine and the eastern one in Region 3—and a fellow named Renzier sitting outside, hoping you'll attempt his quest. Before heading inside, check the beach to the northwest of the entrance for a Skyshard.

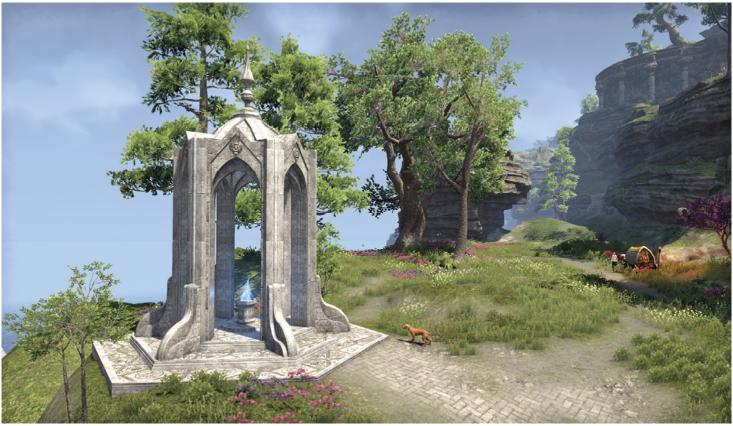
The sheer scale of this covered cove and intersecting tunnels is impressive. The western side of the dungeon is home to Night Runner enemies, though these smugglers have succumbed to the mind-bending powers of K'Garza, and have become Risen the further east you trek. Check the map for boss locations, and don't forget that some of the tunnels may be above or below you.

02

WAYSHRINE: THE CRYSTAL TOWER

- **Information:** Mages Guild Lorebook; Merchant; Primary Location; Wayshrine
- **Entities of Note:** Hanursae (Merchant)

Although this wayshrine is perched on a cliff at the foot of the stone entrance to the Crystal Tower, you will usually utilize it to quickly reach Karnwasten to the north. Check the beach to the west for a Mages Guild Lorebook, and barter with the lone merchant Hanursae a little farther up the road.

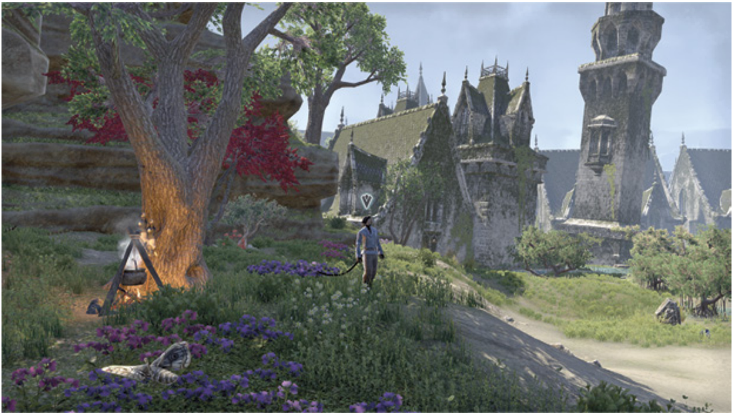


◇ 03

AMSHA’S CAMP

- **Information:** Secondary Location
- **Entities of Note:** Amsha
- **Nearby Quests:** Wasting Away

On the northeastern outskirts of Corgard is a beach camp, populated by a lone Khajiit named Amsha. Speak to him to begin the quest, if you haven’t already met Ruliel at his camp to the south.



◇ 04

WATCHTOWER

- **Information:** Interior, Secondary Location; Treasure Chest
- **Enemies:** Skavenger

After ascending the first of the grand stone steps, enter this tower situated on the cliff promontory. The a small, vertical interior leads to a chamber to ransack and a ladder to the turret roof, where you’ll have an impressive view of the Crystal Tower (entrance). Check the exterior tower base for a chest.

◇ 05

THE CRYSTAL TOWER (ENTRANCE)

- **Information:** Secondary Location
- **Nearby Quests:** The Crystal Tower

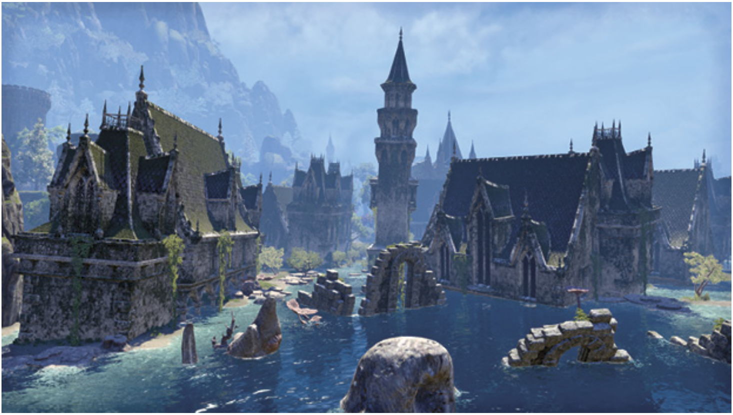
Though this entrance to the Crystal Tower has been sealed and is inaccessible, there is another way in. Consult location 5.01 Ceporah Tower, in Region 5 (Artaeum) to learn how to explore the vertical interior of this place.

06

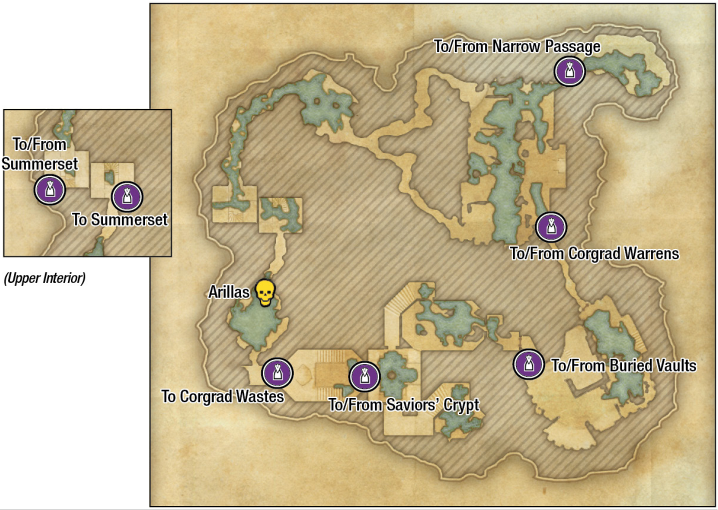
CAMP: CORGRAD WASTES

- **Information:** Camp; Fishing Hole; Heavy Sack; Interior, Merchant; Plants: Jute, Nirnroot, Stinkhorn, Water Hyacinth; Primary Location; Thieves Guild Dead Drop Chest
- **Entities of Note:** Amsha; Cavern Dweller, Faidur; Kinlady Taanwae, Kinlord Nemfarion, Maliren (Merchant), Murderil, Ruliel, Rultarion
- **Enemies:** Coral Crab, Mud Hopper, Reef Viper, Salamander, Sea Adder, Spider
- **Boss:** Arillas
- **Nearby Quests:** Wasting Away

The reach of Thras has been felt far beyond its own land. The Thrassian Plague, which decimated Tamriel's population in the year 2260 of the First Era, was their most egregious attack against the mainland, but other, subtler predations have also been recorded.



Currently being swallowed by the sea, this cursed town is now brimming with hostile life, while strange sounds emanate from the manor house slowly sinking into the water. Currently, squatters are venturing close to the place, but they don't enter the ruins. Start the quest by visiting either Amsha (to the north) or Ruliel (to the east, near Maliren the merchant).

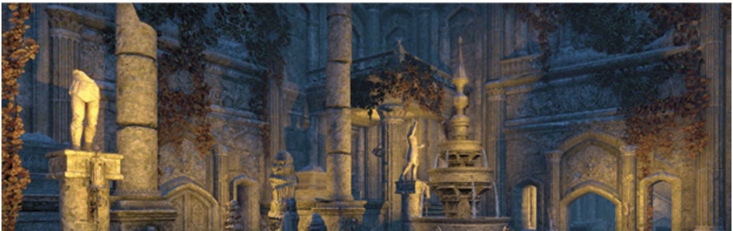


Corgrad Wastes (Lower Interior)

☠	Enemy (Difficult)

●	Building or Threshold

Once you begin the quest and enter the manor house via the broken window, you can explore the connecting tunnels of this large, underground area. It appears to be a subterranean temple, with a small narrow passage in the first main entrance room (once you navigate the tunnels and speak to Arillas), as well as access into the warrens. This leads into the buried vaults and the Saviors' Crypt, where the true plague-ridden horrors of these catacombs are revealed! All the while, you must best the blood-letting Cavern Dwellers in combat, as well as a selection of more natural monsters. The final caverns require you to face Arillas in combat.

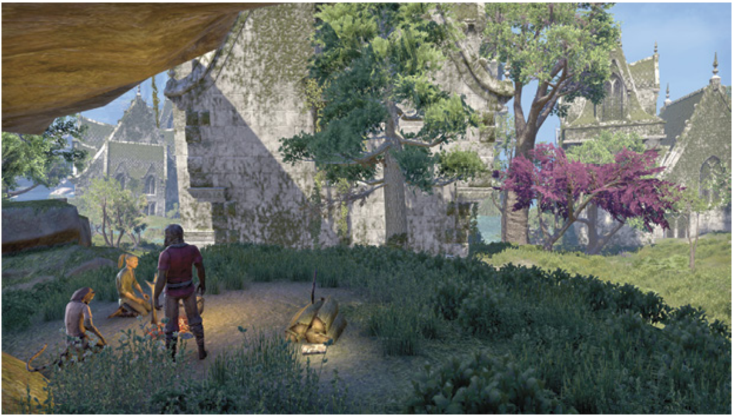


◇ 07

RULIEL'S CAMP

- **Information:** Secondary Location
- **Entities of Note:** Ruliel, Faidur
- **Nearby Quests:** Wasting Away

Begin the quest to uncover the secrets of the mysterious swamp town of Corgard by visiting Ruliel at his camp. Speak to him to begin the quest, if you haven't already met Amsha at his camp to the north.



◇ 08

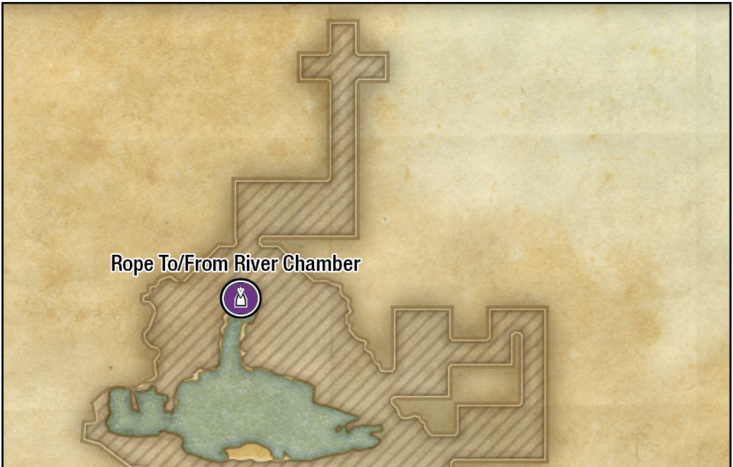
COASTAL SHRINE AND FISHING HOLE

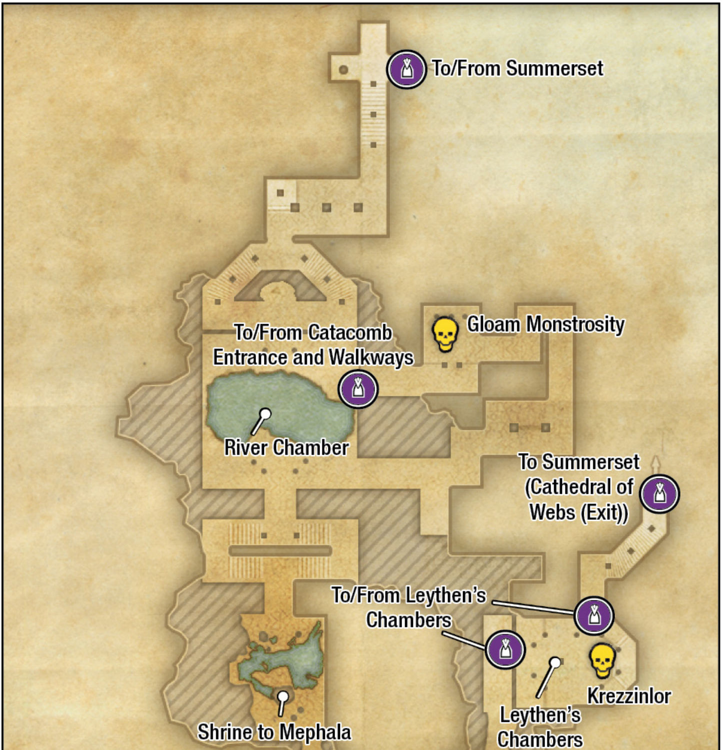
- **Information:** Fishing Hole; Secondary Location; Treasure Chest
- **Enemies:** Reef Viper

Along the northeastern shores below the Cathedral of Webs is a bluff and small shrine, with a treasure chest nestled nearby. Scout the shoreline for fishing opportunities.

09

INTERESTING LOCALE: CATHEDRAL OF WEBS




To/From Summerset
Gloam Monstrosity
To/From Catacomb Entrance and Walkways
River Chamber
To Summerset (Cathedral of Webs (Exit))
To/From Leythen's Chambers
Krezzinlor
Leythen's Chambers
Shrine to Mephala

Cathedral of Webs (Lower Interior)

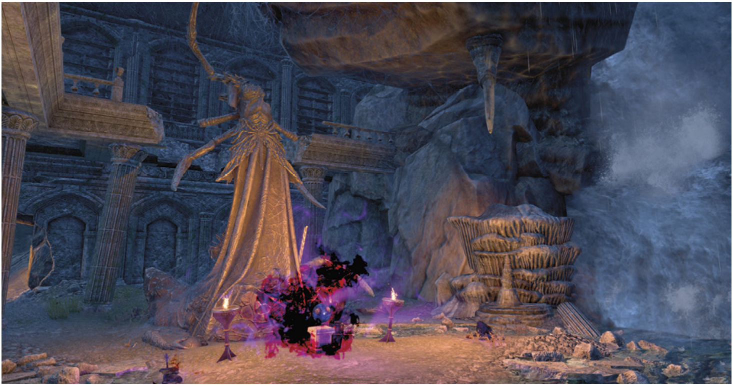
☠	Enemy (Difficult)

🏛	Building or Threshold

- **Information:** Interesting Locale; Mages Guild Lorebook; Primary Location; Skyshard (Exterior); Treasure Chest
- **Entities of Note:** Cultists (Deceased); Leythen, Mephala
- **Enemies:** Beetles; Centipedes; Gloam Larva Poppers; Gloam Monstrosity; Gloam Spewers; Gloam Striders; Spiders;
- **Boss:** Krezzinior
- **Nearby Quests:** A Necessary Alliance

Accessed via the path to the south, the majority of this promontory is filled with old ruins, craggy paths, and blossoming trees. Follow the path and explore the exterior fully to discover a Mages Guild Lorebook along the western promontory, as well as a Skyshard on the grassy coastal rocks below. Once the indicated quest is active, bring your spider-killing equipment and access the sprawling interior with Leythen.

Long ago, these halls echoed with the tread of scholars, college functionaries tending to the oghmas and archives of the ancient civilization of the long-lived High Elves. But those days are over. Now these catacombs are filled with revolting daedric Gloam entities, a revolting boss named Krezzinior, and an impressive shrine to the Daedric prince Mephala. Consult the quest for true revelations!

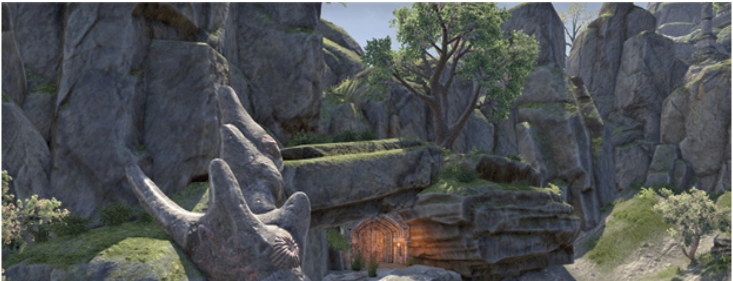


◇ 10

CATHEDRAL OF WEBS (EXIT)

- **Information:** Plant: Blue Entoloma; Secondary Location
- **Enemies:** Mud Hoppers
- **Nearby Quests:** A Necessary Alliance

A raised rock ledge in the southeastern corner of the promontory allows you to enter and exit the Cathedral of Webs from a different path, assuming the quest is active.



◇ 11

SKELETON ALCOVE

- **Information:** Secondary Location

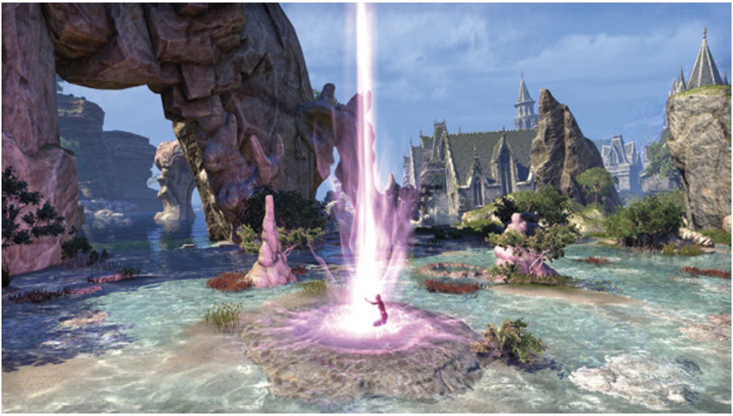
Tucked away in the rocky crags southeast of the Cathedral of Webs promontory are the remains of four skeletons.

12

ABYSSAL GEYSER: CORGRAD

- **Information:** Fishing Hole; Abyssal Geyser; Primary Location
- **Entities of Note:** Acolyte of Bedlam
- **Enemies:** Varies

Boss (Varies): Ruella Many-Claws; Churug of the Abyss; Sheefar of the Depths; Girawell the Erratic; Muustikar Wave-Eater; Reefhammer; Darkstorm the Alluring; Eejoba the Radiant; Tidewrack; Vsskalvor; Yaghra Monstrosity



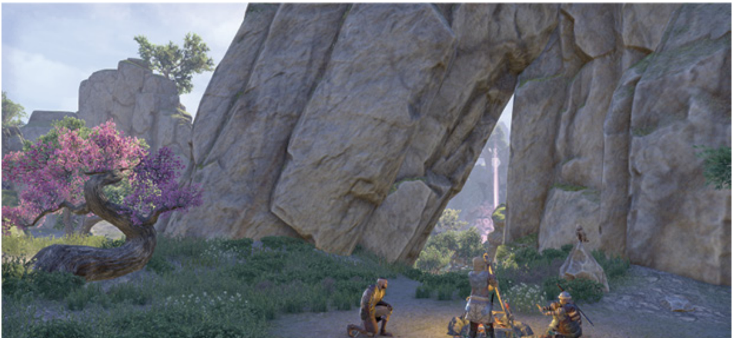
Step up to the Acolyte of Bedlam at the center of this coastal cove, and expect waves of incoming foes. Bring your cohorts to fend off this teleporting adversary. Once the final wave is over, expect to face one of the previously listed bosses, after which a clamshell treasure chest becomes accessible, containing some high-level loot. Return here to repeat this (randomized) challenge.

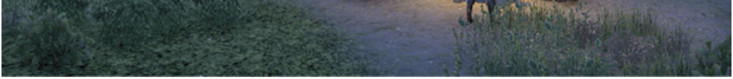
◇ 13

ROCKY CAMP AND SMALL SHRINE

- **Information:** Secondary Location
- **Enemies:** Night Runner

At the foot of a tower rock formation is a small roasting fire where Night Runners sometimes appear. Use this as a marked spot when exploring the area. Once you explore the nearby Cargrad Abyssal Geyser and Wastes, it’s relatively safe to return here.



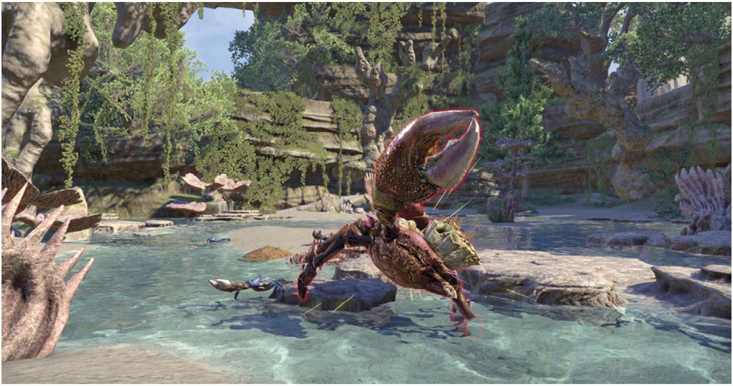


14

GROUP BOSS: THE QUEEN'S HATCHERY

- **Information:** Group Boss; Ore Deposits: Iron Ore; Primary Location; Thieves Guild Dead Drop Chest
- **Enemies:** Coral Crab
- **Boss:** Queen of the Reef (Coral Crab)

The western grotto along this rocky coast is home to a truly fearsome and gigantic Coral Crab known colloquially as Queen of the Reef. Bring your friends if you wish to defeat her. Also survey the topography; there's higher ground to the east (along with a Dead Drop Chest, accessed via a pond to the south) that may help ranged attackers defeat her.



15

CRAFTING: AUGURY BASIN

- **Information:** Cooking Fire; Crafting; Primary Location; Stations: Blacksmithing, Clothing, Jewelry, Woodworking
- **Enemies:** Mud Hopper, Reef Viper, Sea Adder

Head to this serene pool and the relative safety of this crafting hub, should you wish to hammer, tinker, or otherwise improve your crafting abilities.

◇ 16

AUGURY BASIN BRIDGE

- **Information:** Plants: Water Hyacinth; Secondary Location
- **Enemies:** Mud Hoppers, Torch Bugs

Cross this bridge to access the direct path across the swamps to and from Lillandril and the Sea Keep (to the west) and the Illumination Academy (to the northeast). Use it as a marker so you don't get lost in the marshes.

17

SEAT OF LEARNING: ILLUMINATION ACADEMY

- **Information:** Cooking Fire, Mages Guild Lorebook (2); Primary Location; Seat of Learning; Thieves Guild Dead Drop Chest; Thieves Trove, Treasure Chest
- **Entities of Note:** Erudil, Glardir, Helva (Dog), Meredil the Archivist, Merenfire, Pavo Maria, Selynia, Tanelwen
- **Enemies:** Dire Wolf, Illuminated, Kagouti, Spider, Spriggan
- **Boss:** Minotaur
- **Boss:** Illuminated One
- **Nearby Quests:** Illusions of Grandeur

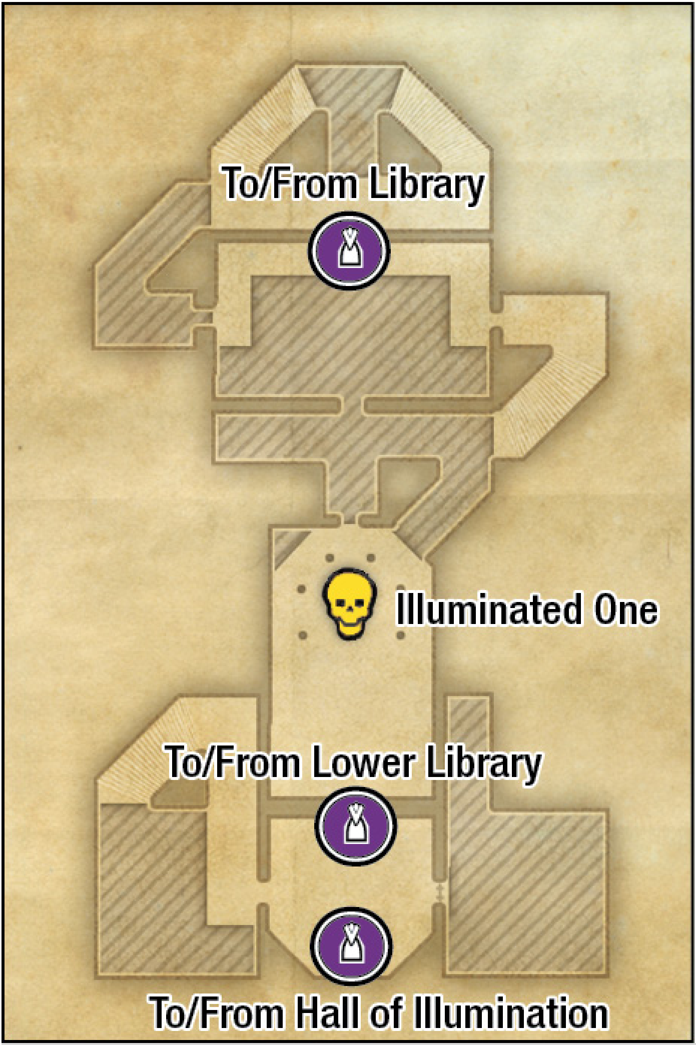
"In each of you resides the Divine Spark, and thus the record of thy actions stands as a sacred duty. Keep, therefore, each and every one of you, an Odhma, an everscriven scroll which shall memorialize thy brief lives. Thus in at least this way shalt thy Spark be Immortal." —Xarxes Himself

A vast and impressive seat of learning, this temple to the tomes of knowledge has a quest to solve (involving the addling of the librarians' minds that work here due to Daedric mischief) and books to enjoy. The impressive settlement has three main interior structures around a central courtyard. All are accessible without needing to pick any locks.

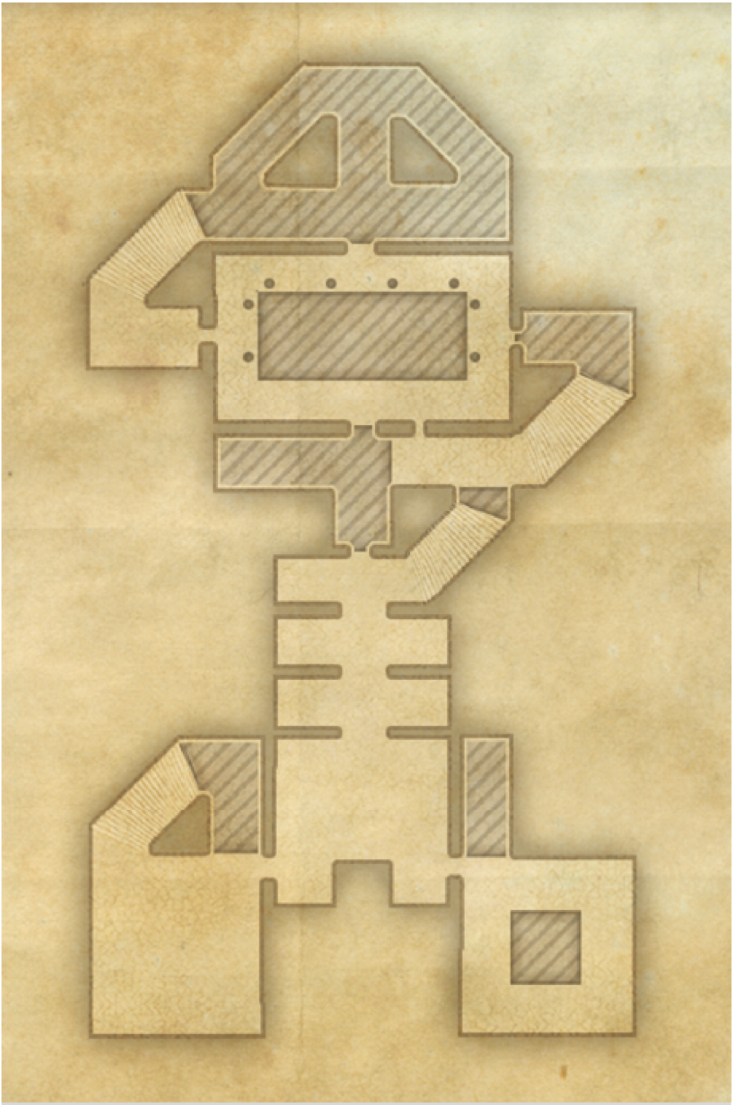
To the west is the Academy guest wing (two entrances): Visitors may rest here in either of the separate, three-story visitors quarters, though it is unnecessary to visit during the quest. As expected, the decor is ornate and formal but comfortable.

To the north is the Hall of Illumination (two entrances): The side entrance takes you to the Academy stacks and the main underground interior. The main entrance allows access to various chambers of beds and books and an upstairs study hall.

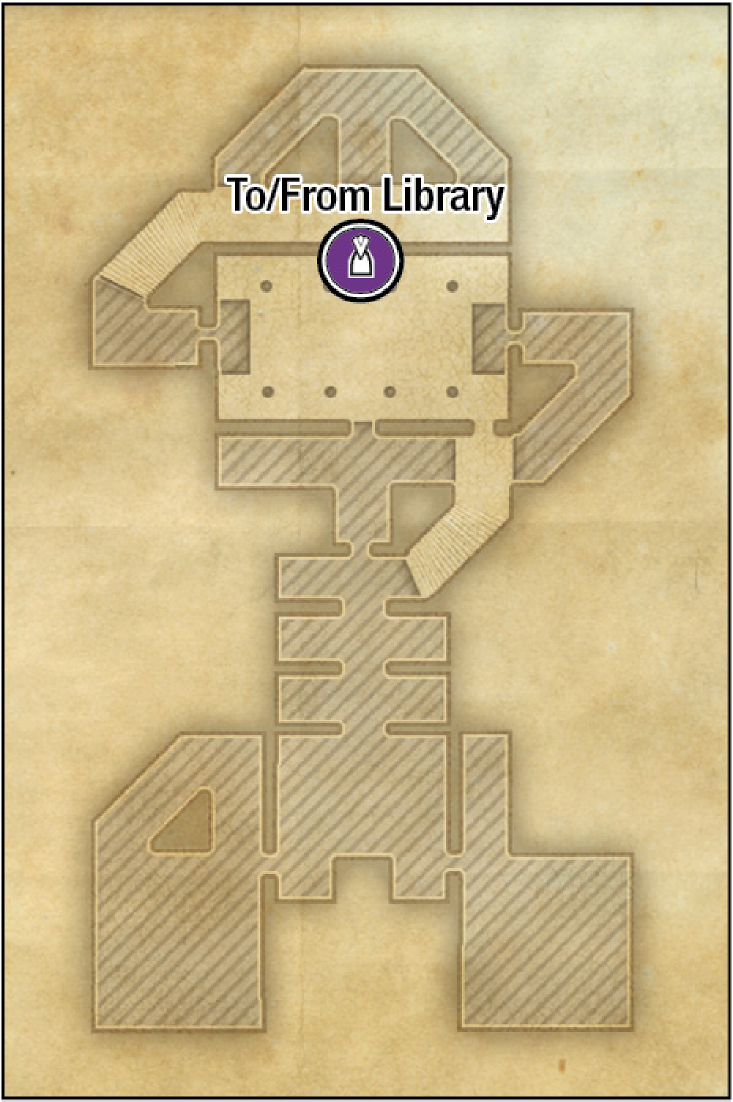
To the southeast, on the upper battlements, is the faculty hall (one entrance). Use the wall access on the upper level to speak to Selynia during the quest in here; it leads to the exterior battlements.



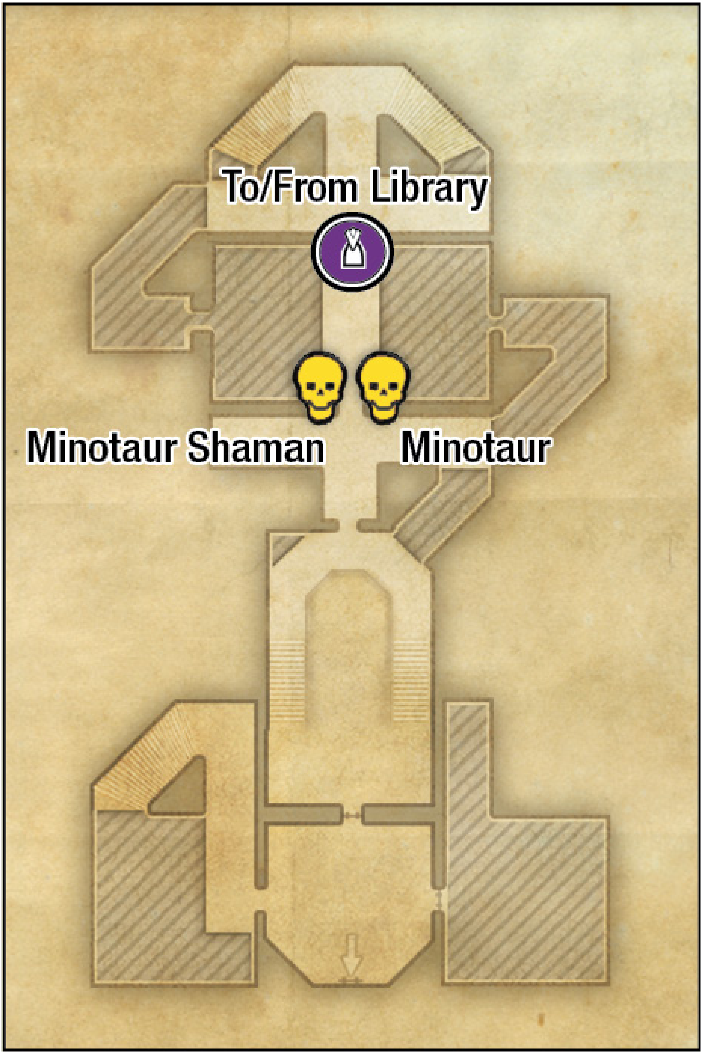
Illumination Academy (Interior: Lower Floor)



Illumination Academy (Interior: Lowest Floor)



Illumination Academy (Interior: Upper Floor)



💀	Enemy (Difficult)

Building or Threshold

Reach the basement stacks of the Academy during the quest, after accessing the side entrance to the Hall of Illumination. Here you encounter a variety of illusions, with wayward books to grab and push back into their correct cases. Only then can you face a fearsome pair of minotaurs and the Illuminated One.

18

WAYSHRINE: EBON STADMONT

- **Information:** Plants: Imp Stool; Primary Location; Wayshrine

Equidistant between the Illumination Academy (to the northwest) and Ebon Stadmont (to the southeast), this wayshrine is close to the main path and offers easy access to King's Haven Pass (north).

19

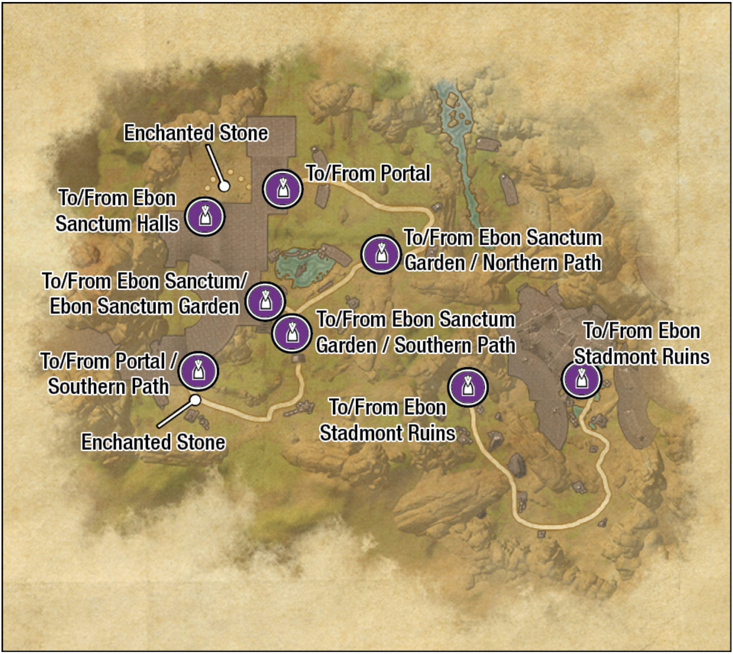
DELVE: KING’S HAVEN PASS (WEST ENTRANCE)

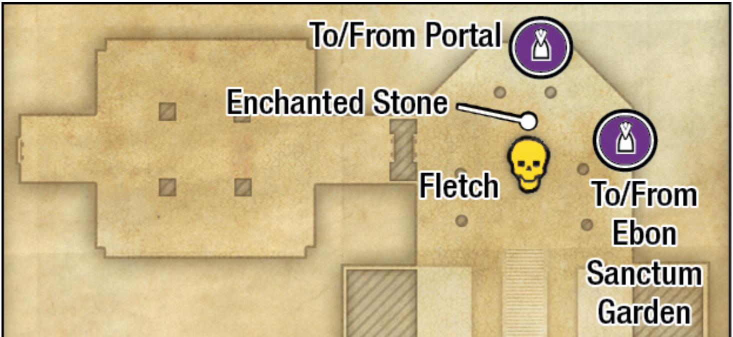
- **Information:** Delve; Interior; Primary Location
- **Entities of Note:** Mehdze, Naliara
- **Enemies:** Coral-Splitter (Goblin); Reef Viper, Skein Spider, Welwa
- **Boss:** Avuuma the Whirlwind (Gryphon)
- **Boss:** Keetas the Weaver (Skein Spider)
- **Nearby Quests:** Savage Truths

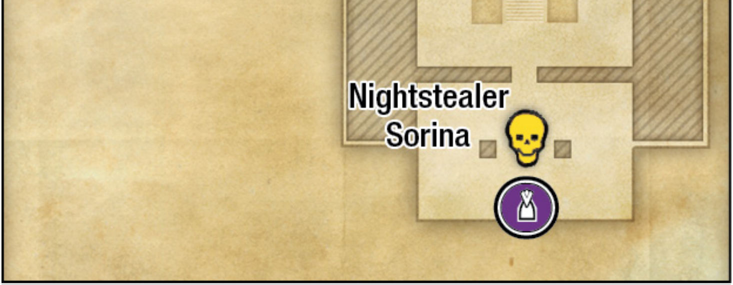
This is one of two accessible entrances into this delve. The other is located across the mountains, in Region 3. As that location has an associated wayshrine of the same name, all the interior information is listed there. Consult Location 3.05 for more information.

20

SACRED GROVE: EBON STADMONT


Enchanted Stone
To/From Portal
To/From Ebon Sanctum Halls
To/From Ebon Sanctum Garden / Northern Path
To/From Ebon Sanctum/ Ebon Sanctum Garden
To/From Ebon Sanctum Garden / Southern Path
To/From Ebon Stadmont Ruins
To/From Portal / Southern Path
To/From Ebon Stadmont Ruins
Enchanted Stone





Ebon Sanctum Garden

💀	Enemy (Difficult)
🏛	Building or Threshold

- **Information:** Heavy Sack; Interior; Mages Guild Book; Merchant; Primary Location; Sacred Grove
- **Entities of Note:** Andewen, Fletch, Hanelaon (Merchant), Maestro Forte
- **Enemies:** Banekin, Gloam Wolf, Hunger, Indrik, Welwa, Winged Twilight, Wisp Mother
- **Bosses:** Ogrim, Seducer Predator, Fletch, Wraith-of-Crows
- **Nearby Quests:** The Ebon Sanctum

High Elves are used to magic, so the misdirection spells wreathing the woods of Ebon Stadmont are regarded by the locals as a sort of amusing curiosity. There's talk of an "Ebon Sanctum" hidden somewhere within, but no one really believes in it.

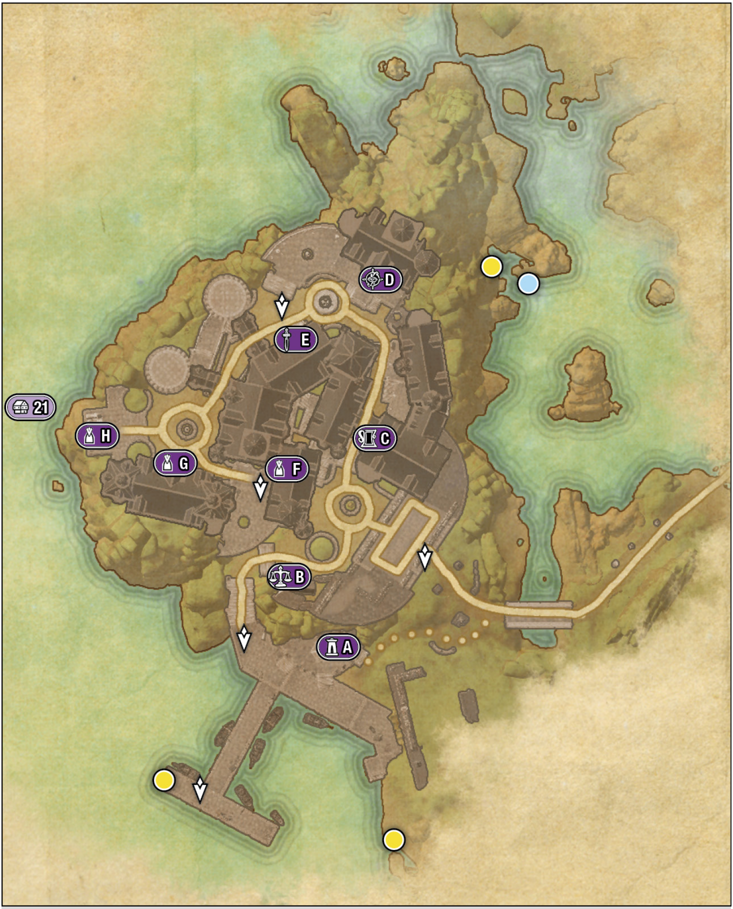
Draped with thick brambles, this heavily wooded area provides narrow pathways to the east and west (the river), with a small camp of adventurers on the eastern edge, led by Andewen. Consult her for the quest, allowing you access to an otherwise-inaccessible part of the Ebon Stadmont, hiding an ancient temple and inscriptions of a mysterious language. Within the brambles are two inscription stones. Expect to be attacked by daedra (including an Ogrim and Seducer Predators) at each one.

The third enchanted "seeing" stone is found within the Sanctum interior, along with Fletch.

The gardens of this ancient structure are brimming with magic and daedra, and you must travel between time periods to fully reveal the garden's secrets.

TOWN: LILLANDRIL

21



Lillandril (Exterior)

- **Information:** Fishing Hole; Primary Location; Town; Treasure Chest
- **Entities of Note:** Faralan; Tindoria
- **Enemies:** Mud Hopper, Sea Adder
- **Nearby Quests:** Murder in Lillandril, The Perils of Art

Dominating the northwestern coast of Summerset Isle is the port town of Lillandril. A known stronghold with a busy dock and numerous merchants, the town is better known as the seat of power for the College of Sapiarchs, who have their own island citadel perched on a separate island west of the main settlement. Consult the world map for the College of Sapiarchs island and entrances once you utilize the portal to reach it.

🟡	Treasure Chest
🔵	Fishing: Saltwater
21	Lillandril and the College of Sapiarchs
A	Lillandril Wayshrine
B	Guild Traders Market
C	The Shrewd Brew
D	The Mages Guild
E	The Fighters Guild
F	Alcildilwe’s House
G	Kinlady’s Mansion

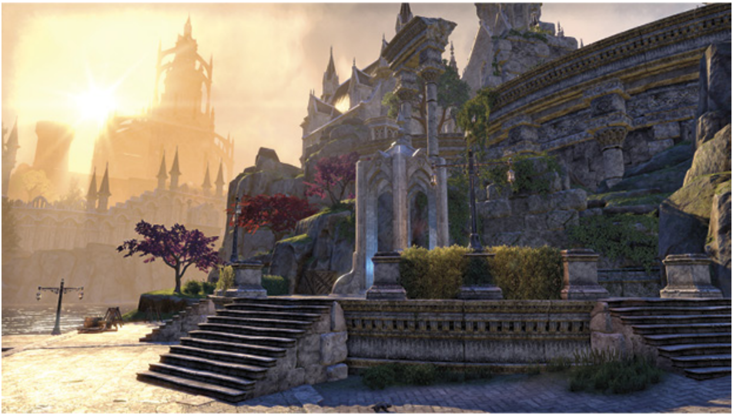
H	Portal to the College of Sapiarchs

A

WAYSHRINE: LILLANDRIL

- **Information:** Primary Location; Wayshrine
- **Entities of Note:** Faralan, Tindoria
- **Nearby Quests:** Murder in Lillandril, The Perils of Art

Fast-travel to this dockside wayshrine for easy access into Lillandril and the merchant market. Note this is also a primary location, detailed later.



GUILD TRADERS MARKET

B

- **Information:** Merchants; Secondary Location
- **Entities of Note:** Ambalor (Guild Trader), Nowagan (Guild Trader), Rinedel (Guild Trader)

A few steps up from the docks are a trio of guild traders selling and trading a variety of trinkets and items you may wish to barter for, or you may wish to acquire the rights to sell from the Trader for your guild.

THE SHREWD BREW

- **Information:** Cooking Fire; Inn; Interior; Merchant; Secondary Location
- **Entities of Note:** Holithel (Brewer), Tenigwe (Innkeeper)

Offering fine beverages within its cold (but ornate) stone walls, this is the place for drunken revelry in Lillandril. Interestingly, the brewer Holithel is stationed on the inn's third floor, close to a spiral staircase with a very low railing. Head up here to read some of Galidor's notes.

D

THE MAGES GUILD

- **Information:** Mages Guild, Merchant, Secondary Location
- **Entities of Note:** Athyn Menas (Mystic), Ilas-Betu (Magus), Nalinril (Magister)

This imposing stone mansion lies at the north end of town. Feel free to read “Sages of the Crystal Tower” on a side table here, near the magister and mystic. Join the mages here if you haven’t already done so.

E

THE FIGHTERS GUILD

- **Information:** Cooking Fire, Fighters Guild, Merchant, Secondary Location
- **Entities of Note:** Calawende, Emile Oncent, Loraaldel (Armsman), Nebhavar (Hall Steward), Vivienne Muric
- **Nearby Quest:** Murder in Lillandril

Fighting folk have a home away from home in this building, though the outside ruckus may be cause for concern. Head inside if you wish to speak to Nebhavar and join.

ALCILDILWE'S HOUSE

- **Information:** Cooking Fire; Secondary Location; Warning: Restricted Area (Trespass)
- **Entities of Note:** Alcildilwe, Faralan
- **Nearby Quest:** Murder in Lillandril

A spot of breaking and entering is usually needed to unlock this house's door (Advanced). Inside is the usual array of small chests to steal from, as well as an impressive selection of bread. Alcildilwe is upstairs and doesn't like being disturbed.

G

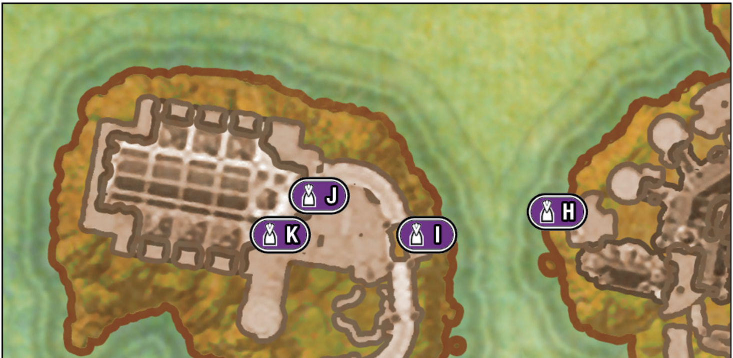
KINLADY'S MANSION

- **Information:** Secondary Location; Warning: Restricted Area (Trespass)

The kinlady's house servants aren't too keen on you breaking through her front door (Advanced), so steal what you need from this two-floor manor house, and then scarper.

H

PORTAL TO THE COLLEGE OF SAPIARCHS

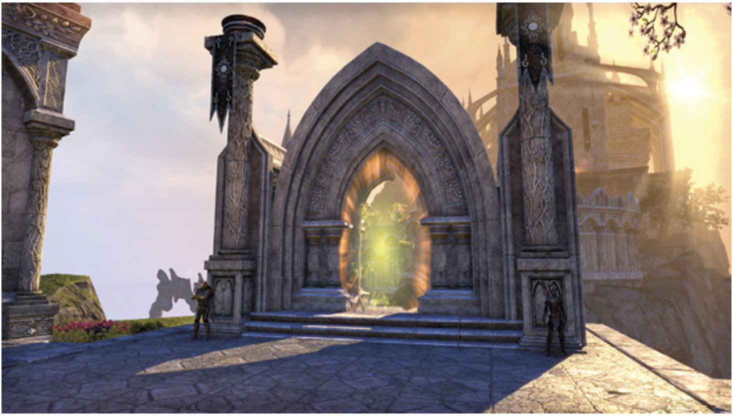


College of Sapiarchs

Building or Threshold

- **Entities of Note:** Portal Master Astirhil
- **Nearby Quest:** The Tower Sentinels

They don't just let anybody teleport across to the Sapiarch isle, off the coast of Lillandril. Be sure the referenced quest is active first (occurring as part of the main story quests once you reach Artaeum), before you flit between portals.



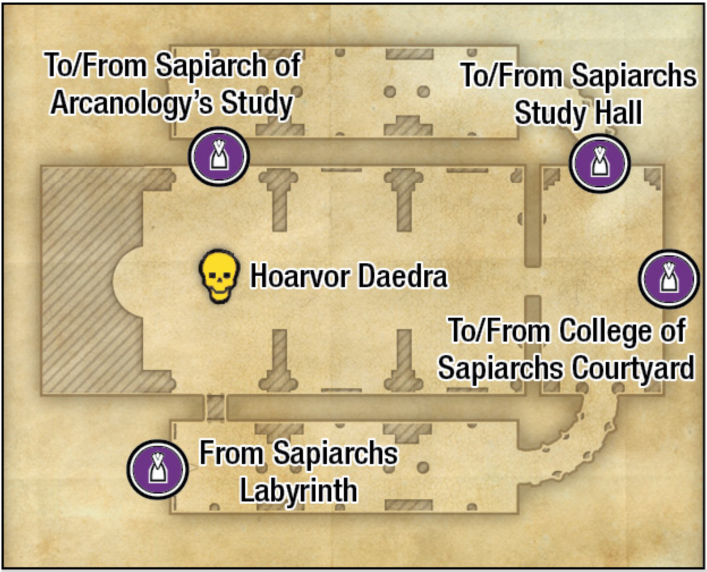
COLLEGE OF SAPIARCHS (COURTYARD) AND PORTAL TO LILLANDRIL

- **Entities of Note:** Sapiarch Ellimil
- **Nearby Quest:** The Tower Sentinels

Once you've discovered the College of Sapiarchs (via the quest), you'll see the aftermath of a daedric attack. When you're ready, head back to the mainland via this portal. Ideally without overstepping and plummeting to the rocks below.

J

COLLEGE OF SAPIARCHS


To/From Sapiarch of Arcanology's Study
To/From Sapiarchs Study Hall
Hoarvor Daedra
To/From College of Sapiarchs Courtyard
From Sapiarchs Labyrinth

College of Sapiarchs (Interior)

☠ Enemy (Difficult)

🏛 Building or Threshold

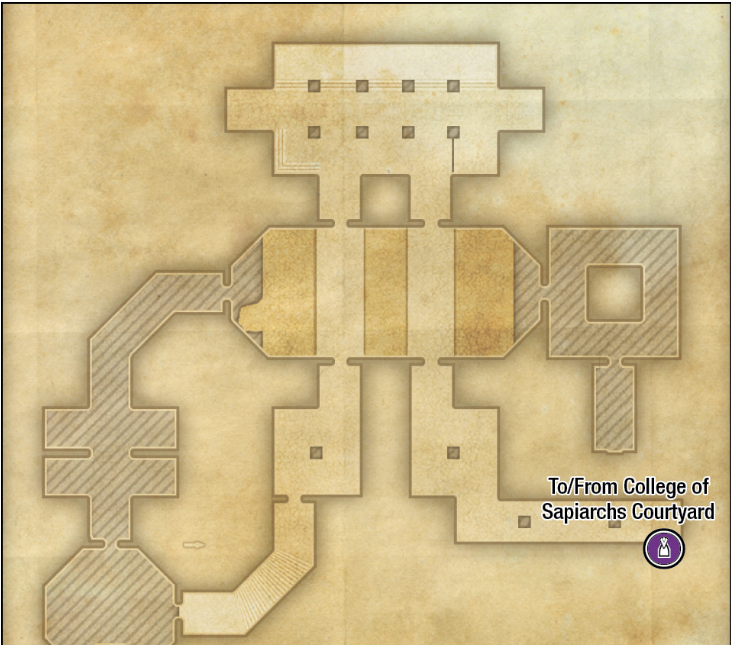
- **Information:** Interior, Secondary Location
- **Entities of Note:** Earl Leythen, Sapiarch Larnatille, Valsirenn
- **Enemies:** Flesh Atronach, Ogrim, Spiderkith
- **Boss:** Hoarvor Daedra

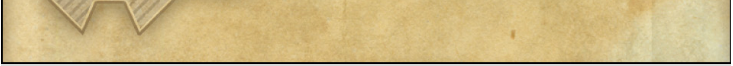
The College of Sapiarchs is built atop a maze of halls and corridors, a repository of ancient knowledge and royal ceremonies, as delineated in the many Scrolls of Praxis that all Altmeri monarchs must study before ascending the Throne of Alinor.

You first access this interior via the labyrinth, during a final battle to free Sapiarch Larnatille from the clutches of a daedric incursion.

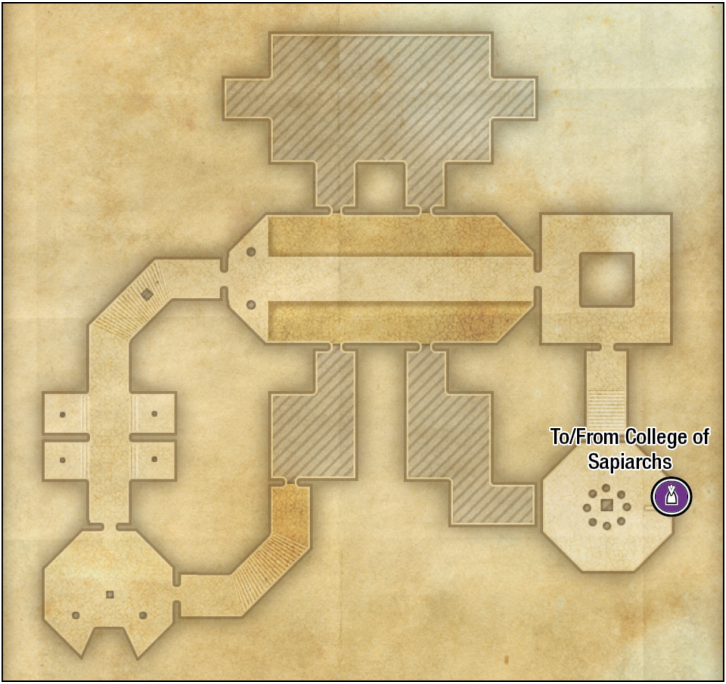
K

COLLEGE OF SAPIARCHS LABYRINTH





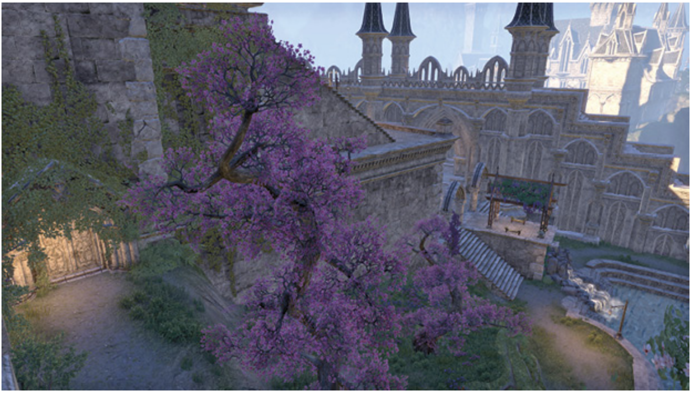
College of Sapiarchs Labyrinth (Upper Interior)



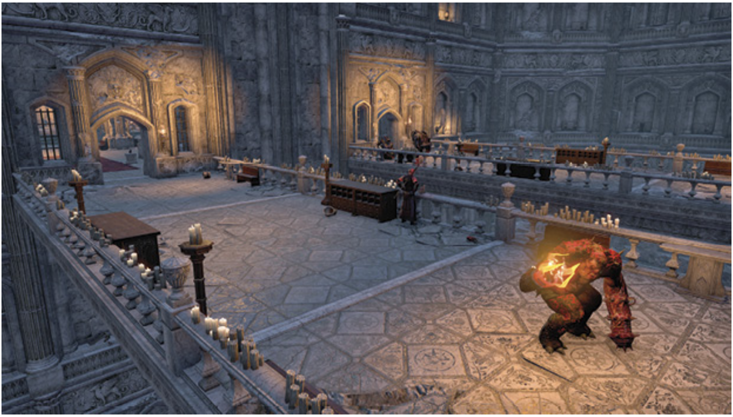
Building or Threshold

- **Information:** Interior, Secondary Location
- **Entities of Note:** Valsirenn

- **Enemies:** Fiendroth, Flesh Atronach, Ogrim, Scorpion, Skein, Spiderkith, Wasp



Though there’s evidence this labyrinth extends much deeper into the earth, you must battle sizable daedric forces on an ascent up and across some walkways in order to reach the interior of the College of Sapiarchs.



22

WAYSHRINE: LILLANDRIL

- **Information:** Primary Location, Wayshrine
- **Entities of Note:** Faralan, Tindoria
- **Nearby Quests:** Murder in Lillandril, The Perils of Art

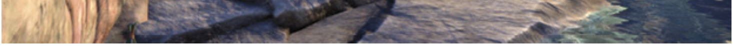
This wayshrine offers excellent access to the port town of Lillandril, as well as quests and treasure chests scattered around the docks. You can also access this wayshrine when attempting to explore the College of Sapiarchs (Lillandril), the Sea Keep (west), and the swamp ground of the Augury Basin (northeast).

◇ 23

FISHING CAMP

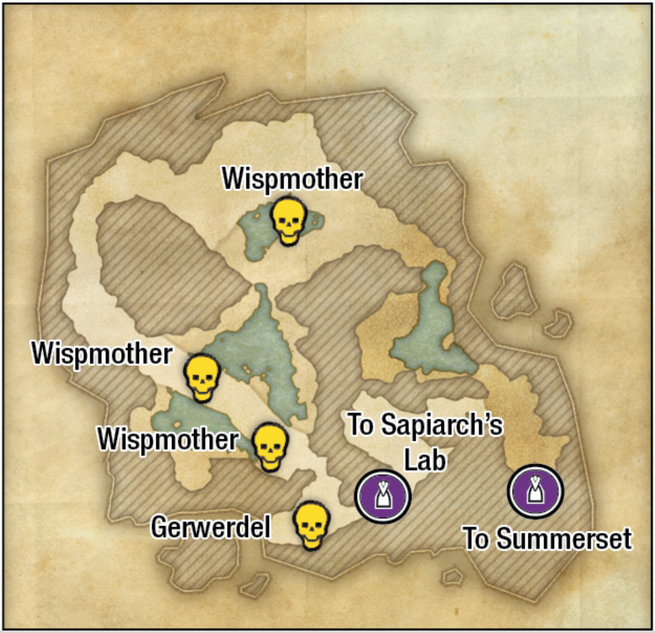
- **Information:** Fishing Hole, Secondary Location, Treasure Chest

The smooth rock pool under the huge rock archway along the main path from Lillandril offers a brief and idyllic respite. Come here for the view, nearby fishing holes, and some minor items to steal.



◇ 24

SALTBREEZE CAVE



Sea Keep Exterior

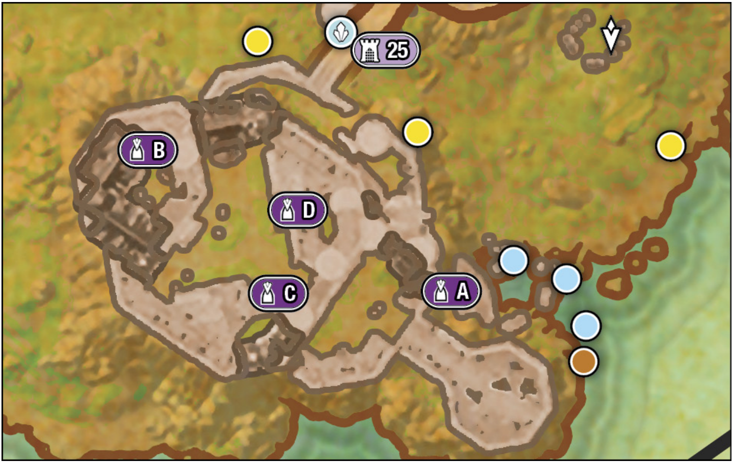
- **Information:** Interior, Secondary Location
- **Entities of Note:** Norasea
- **Enemies:** Coral Crab, Mud Hopper, Salamander, Torchbug, Wisp
- **Boss:** Gerwerdel
- **Nearby Quest:** Murder in Lillandril

The ancient coral foundations of Summerset Isle are never more apparent than in the half-sunken grottoes so common among the seashore cliffs. They often serve as lairs for creatures, both nautical and mystical. Head southeast along the coastline from the Lillandril Wayshrine to spot this often-overlooked cave entrance in the beach rock bluff. Pass by the campfire and enter this small coral cave.

Inside are a host of creatures, including some Wispmothers roaming the grotto pools. Head up to the roof of the cave for an entrance into Sapiarch's Lab (inaccessible from this direction); this is part of Quest: Murder in Lillandril. You are advised to start this quest before entering here. Inside the laboratory is a vampiric prisoner named Norasea.

25

ARTIFACT GATE/TEMPLE: SEA KEEP



🔵	Fishing: Saltwater
🟡	Treasure Chest
◈	Skyshard (Exterior)
♢	Quest

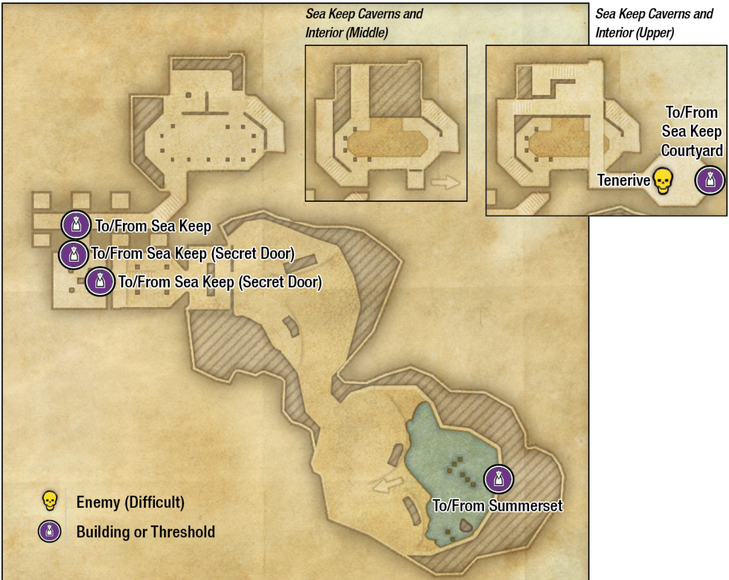
- **Information:** Artifact Gate/Temple; Fishing Hole; Mages Guild Lorebook; Plant: Nirnroot; Primary Location; Thieves Trove; Treasure Chests
- **Entities of Note:** Lieutenant Furlarros; Pandermalion
- **Enemies:** Sea Viper
- **Boss:** Urlsar
- **Nearby Quests:** Storming the Walls

"That big coastal fort southeast of town? In my grandmother's day they named it Aldveyond Beldaburk, but nowadays we just call it Sea Keep. Easier, I suppose, but I prefer the grand old moniker." —Tenigwe, at the Shrewd Brew

Currently, a vast and magical maelstrom has enveloped the outer battlements of this keep. Join a plucky knight to remove the magical threat; it's the only way to reach the interior of this fortification.

A

RUINED PASSAGE TO SEA KEEP CAVERNS AND BARRACKS


Sea Keep Caverns and Interior (Middle)
Sea Keep Caverns and Interior (Upper)
To/From Sea Keep Courtyard
Tenerive
To/From Sea Keep
To/From Sea Keep (Secret Door)
To/From Sea Keep (Secret Door)
To/From Summerset
Enemy (Difficult)
Building or Threshold

- **Information:** Interior; Secondary Location
- **Entities of Note:** Castire, Lieutenant Furlarros; Pandermalion
- **Enemies:** Mud Hopper, Reef Viper, Storm Shark, Skavenger
- **Boss:** Tenerive

Use the whirlpool to enter this cavern system under the keep during the quest. Explore the caverns and a Storm Shark enclave, before opening a secret door into the jail cells of the keep. Then ascend three floors, battling Storm Sharks, to reach a boss battle with Tenerive, the interior barracks that open up into Sea Keep Courtyard, and the exterior of this location (but within the otherwise-impenetrable walls).

SEA KEEP BARRACKS

B

- **Information:** Interior, Secondary Location

The northwestern corner of the Sea Keep courtyard leads to the barracks, down to a dungeon and jail, and to the caverns detailed previously. You head out of here from the ruined passage when first entering the Sea Keep during the quest.

C

SEA KEEP INNER GATE TOWER

D

SEA KEEP OUTER GATE TOWER

- **Information:** Interior; Secondary Location
- **Entities of Note:** Sea Viper

Battle numerous Sea Viper foes to reach one of two tower structures within the main courtyard of the sea keep. Inside is a small winch room, allowing you to raise the barrier preventing you from accessing the battlements where the storm rages.

◇ 26

SEA KEEP CAMP

- **Information:** Secondary Location
- **Entities of Note:** Lieutenant Furlarros, Pandermalion
- **Nearby Quests:** Storming the Walls

Troops are keeping an eye on the magical storm enveloping the Sea Keep. Begin the quest by visiting this military camp.

27

GROUP BOSS: KEELSPLITTER'S NEST

- **Information:** Group Boss; Primary Location
- **Enemies:** Reef Viper, Sea Adder
- **Boss:** Keelsplitter

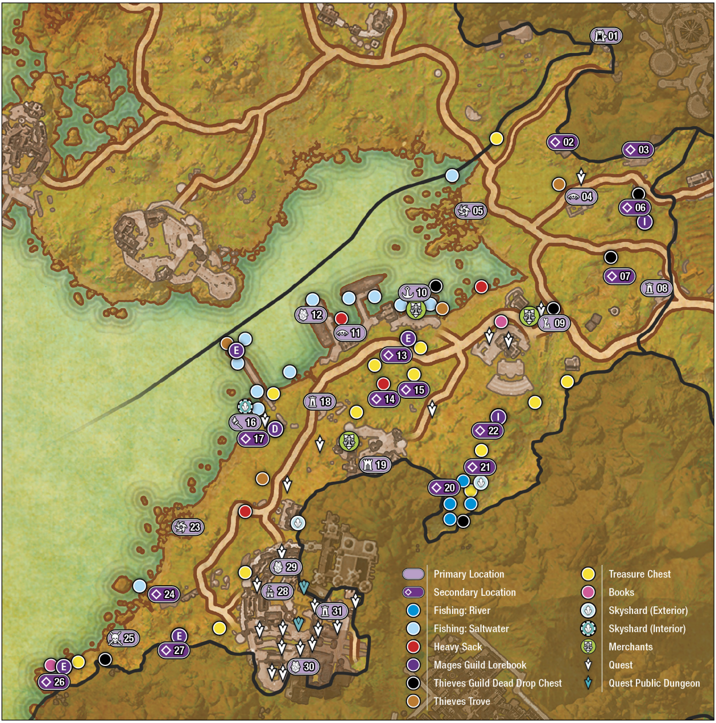
The northern shore of the great Alinor harbor is home to a huge Sea Adder; slay her along with your brethren. Note the natural rock arch entrance and exit to the north, as well as access via the beach.

☠	Enemy (Difficult)
●	Building or Threshold

The Atlas of Summerset Isle

Summerset Isle: Region 2 (Southwest)

RELLENTHIL, CEY-TARN, ALINOR



This part of Summerset is dominated by the capital city of Alinor. An explorer may spot just how extensive the settlement reaches when visiting the docks north of the capital. When not gazing in wonder at the shimmering towers of Alinor, you may seek to explore the lesser settlements: a sturdy keep named Cey-Tarn with strange secrets, other hidden cavern systems away from the beaten path, the theatrical hub of Rellenthil, and the worrying sinkhole that's appeared just northeast of the town of masques, closer to the arable land in the center of Summerset Isle.

Locations

○ Primary ● Secondary

#	NAME
01	**Cloudrest**
◇ 02	**Unordirwe's House**
◇ 03	**Red Temple Catacombs**
04	**Ald Mora Ruins**
05	**Rellenthil Abyssal Geyser**
◇ 06	**Rellenthil Sinkhole (North)**
◇ 07	**Rellenthil Sinkhole (South)**
08	**Russafeld Heights Wayshrine**
09	**Rellenthil**

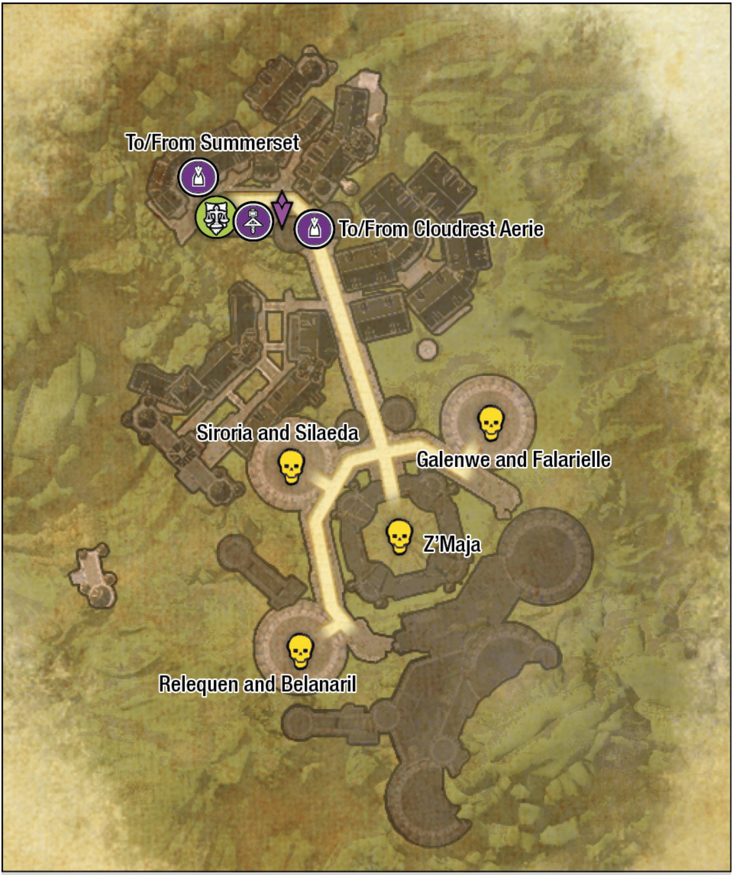
10	Alinor Service Dock
11	Alinor Docks
12	Colossal Aldmeri Grotto
13	Roadside Shrine
14	Night Runner Woodland Camp
15	Stone Ruin Camp
16	Wasten Coraldale
17	Night Runner Beach Camp
18	Cey-Tarn Keep Wayshrine
19	Cey-Tarn Keep

◇ 20	The Vaults of Heinarwe
◇ 21	Gryphon Dell
◇ 22	Shrine Path
23	Welenkin Abyssal Geyser
◇ 24	Coastal Lookout Ruins
25	Welenkin Cove
◇ 26	Flotsam and Jetsam
◇ 27	Hidden Shrine
28	Alinor
29	Golden Gryphon Garret
30	Alinor Crest Town House

31	Alinor Wayshrine

01

TRIAL: CLOUDREST



Cloudrest (Interior)

⚖	Merchants
◆	Quest Trial
☠	Enemy (Difficult)
●	Plaza
●	Building or Threshold

- **Information:** Cooking Fire; Crafting: Alchemy Station, Blacksmithing Station, Clothing Station, Enchanting Station, Outfit Station; Merchant; Primary Location; Trial
- **Entities of Note:** Prosecutor Elundur, Lembien (Merchant), Olorime
- **Enemies:** Malicious Sphere, Nocturnal Creeper, Shade, Yaghra
- **Boss:** Z'Maja
- **Nearby Quests:** Woe of the Welkynars (Trial)

The Aerie of the Altmer, the city of Cloudrest clings to the highest slopes of the peak of Eton Nir, tallest mountain on Summerset Isle. Somehow, its thin air is as heady and bracing as chilled nirnroot wine.

East of Ebon Stadmont, along the main road up into the mountains, is the city of Cloudrest, hewn into the top of the mountain. After speaking to Prosecutor Elundur and finding a clue to an alternative entrance (by the river just north of your position), you can enter this mountain settlement and find out why the main gates are barred.

Talk to the townsfolk to discover dark shadows have descended on this place. After crafting what you need, speak to Olorime to begin the trial. Enter the gates, and face down Z'Maja and her minions, gradually freeing gryphons from their bonds.

◇ 02

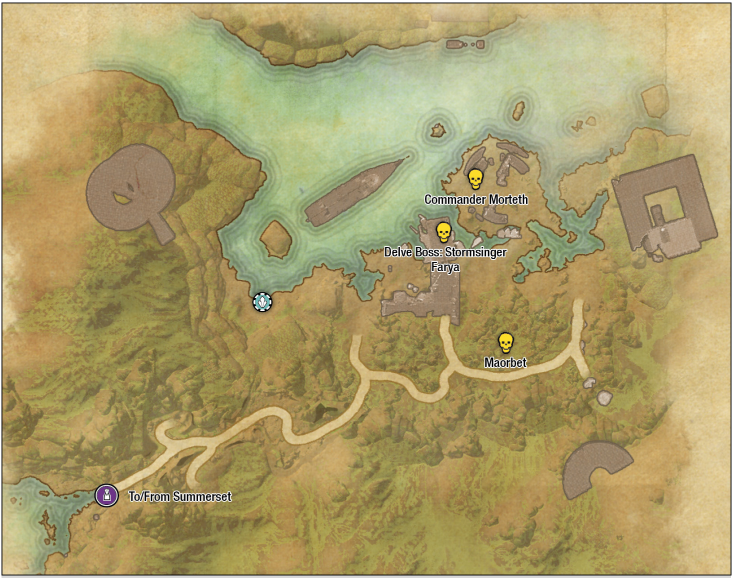
UNORDIRWE'S HOUSE

- **Information:** Interior; Secondary Location; Warning: Restricted Area (Trespass)
- **Entities of Note:** Unordirwe

The exterior balcony of this sturdy stone house offers wonderful views to the harbor below and to the southwest. The house itself is locked (Simple). Inside is a high-ceilinged, two-room area with a safebox and the high elf herself.

16

WASTEN CORALDALE

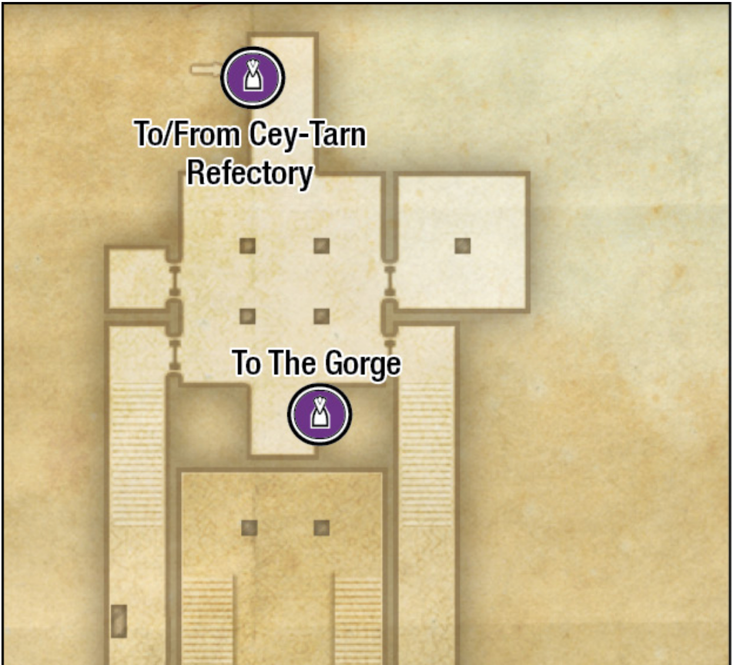


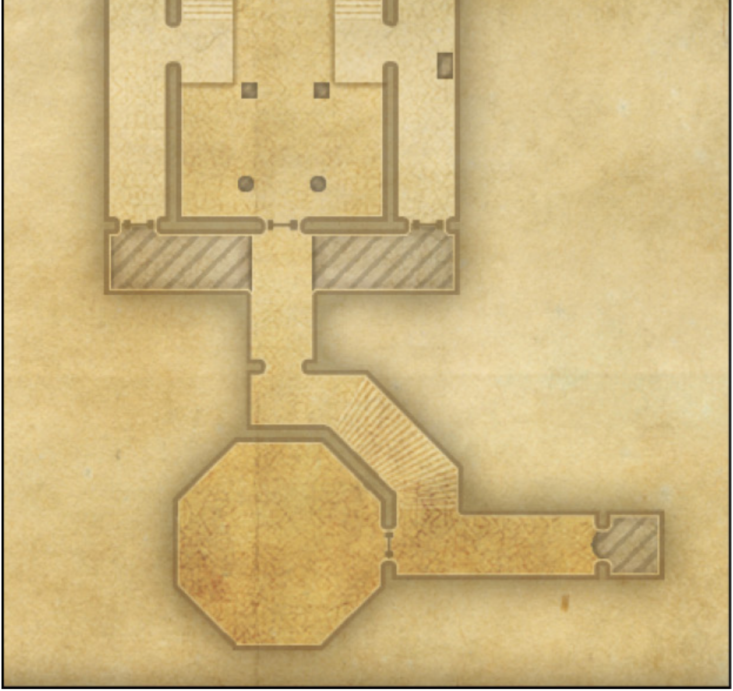
Wasten Coraldale (Exterior)

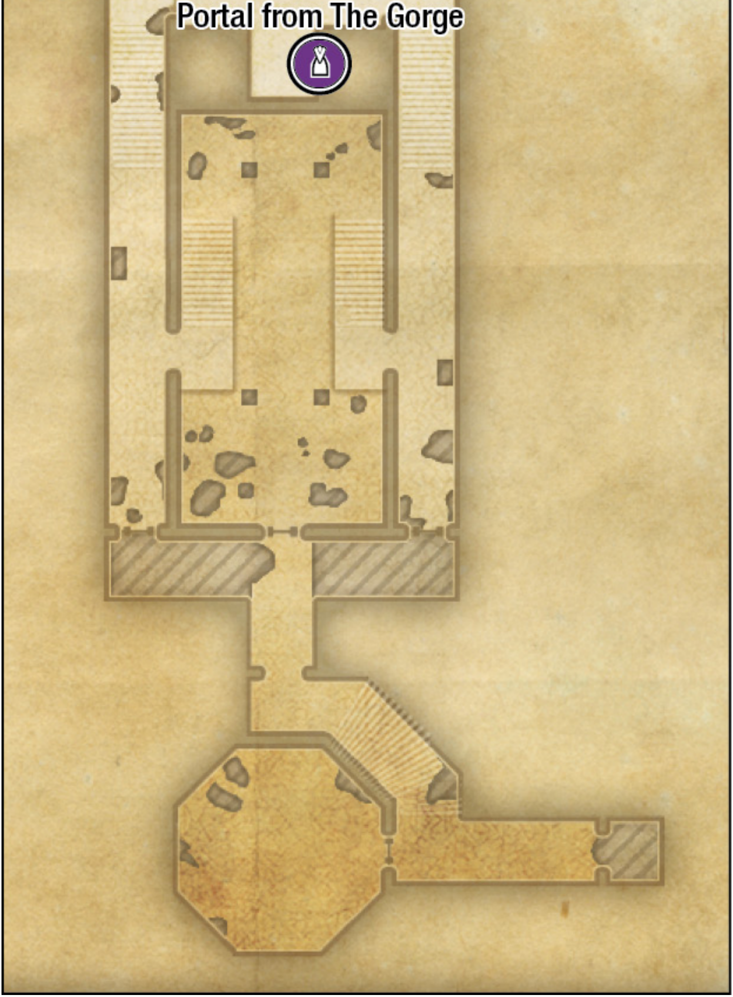
☠	Enemy (Difficult)
●	Building or Threshold
❖	Skyshard (Interior)

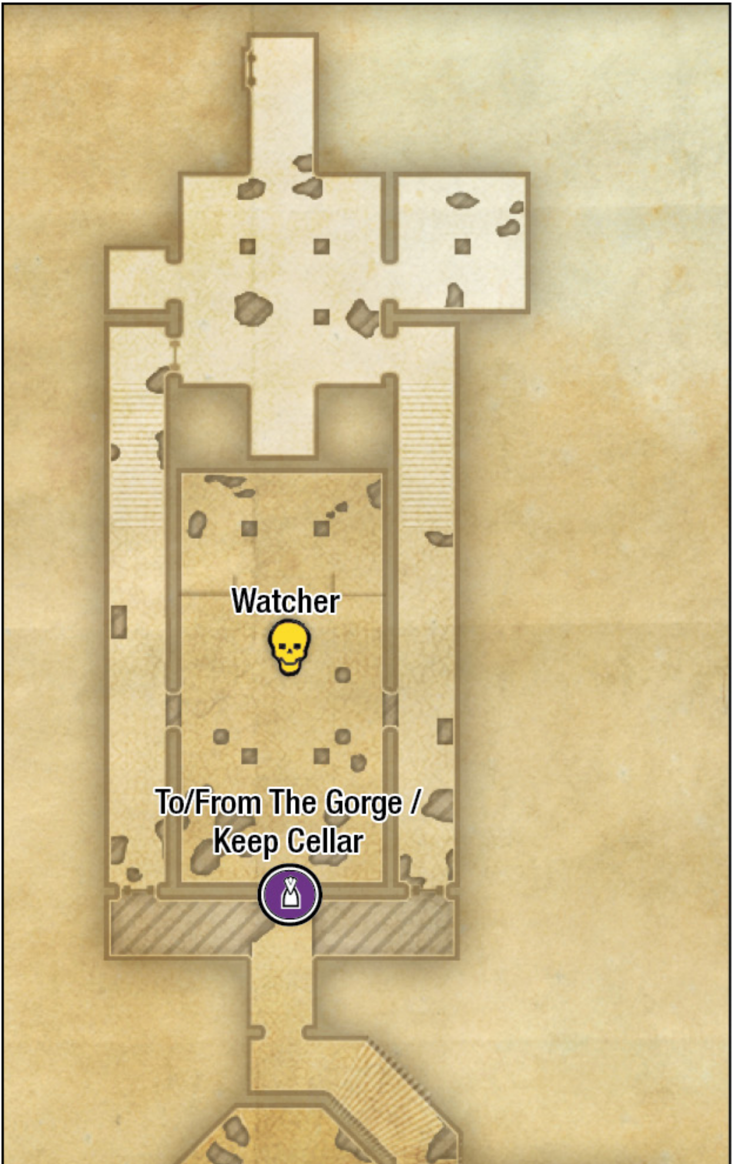
- **Information:** Delve; Interior; Primary Location; Skyshard
- **Entities of Note:** Hiranesse
- **Enemies:** Butterfly, Coral Crab, Mud Hopper, Reef Viper, Salamander, Sea Viper
- **Boss (Quest):** Commander Morteth
- **Boss (Delve):** Maorbet
- **Boss (Delve):** Stormsinger Farya
- **Nearby Quests:** Lost at Sea
  19

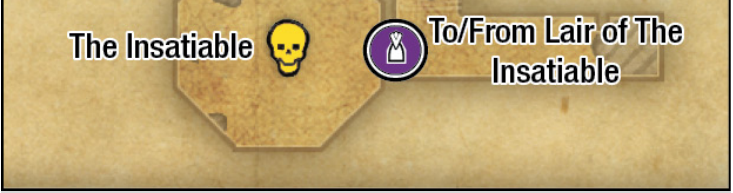
ARTIFACT GATE/TEMPLE: CEY-TARN KEEP









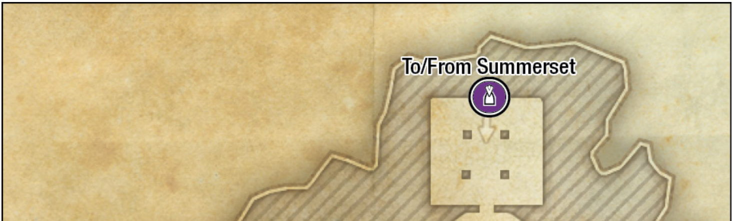


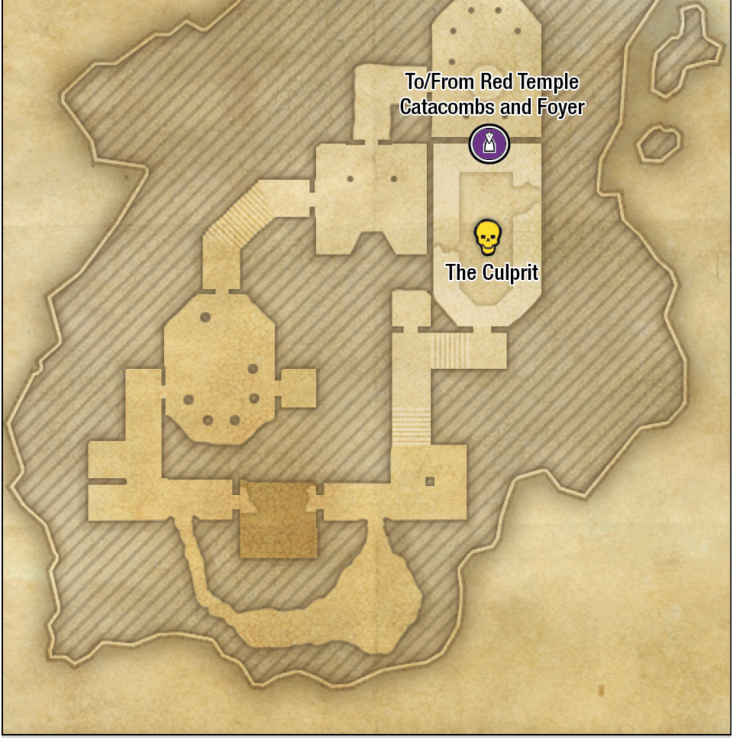
Cey-Tarn Keep Cellar (Interior)

☠	Enemy (Difficult)
⌂	Building or Threshold

- **Information:** Artifact Gate/Temple; Interior; Merchant; Primary Location
- **Entities of Note:** Battlereeve Erriisse, Justiciar Hyircil, Quartermaster Mormalion (Merchant), Revelator Lindafwe, Silurie
- **Enemies:** Bone Flayer, Daedrat, Fiendroth, Ogrim, Scamp, Torchbug, Watcher
- **Boss:** The Insatiable
- **Nearby Quests:** The Taste of Fear
  ◇ 03

RED TEMPLE CATACOMBS





Red Temple Catacombs (Interior)

☠	Enemy (Difficult)
●	Building or Threshold

- **Information:** Interior; Secondary Location
- **Enemies:** Skavenger, Spider, Graven
- **Boss:** Soravil
- **Nearby Quests:** Old Wounds

Russafeld means “scarlet shrine” in some dialects of Aldmeris, which may explain where the Red Temple gets its curious name. But the most commonly held opinion states that it's a shortening or corruption of "Dread Temple." Sure enough, due east of the Winery Farm known as Russafeld is a mountain opening with a carved stone temple door. Enter to find yourself in the catacombs of the Red Temple. This can be done independently of any active quests. There is also a separate part of the Red Temple, in Region 3, which is also accessible.

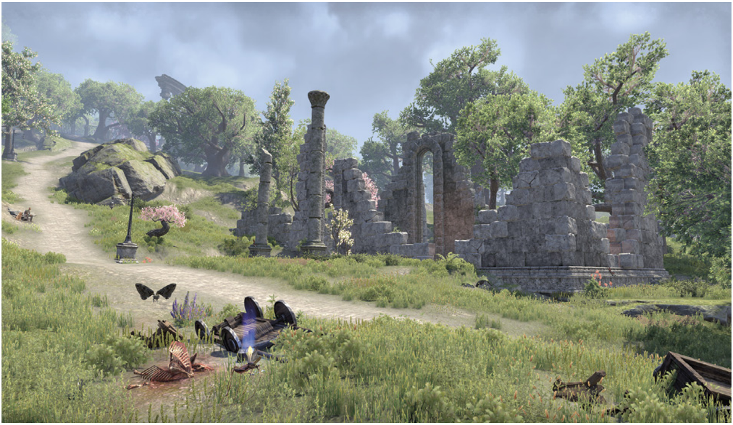
The interior catacombs are a series of stone chambers guarded by graven guardian foes. Expect arachnids as you head deeper into the crypt, before returning to the northern foyer area to exit. With the quest active, more of the catacombs are accessible, as well as a battle against the fearsome Soravil.

04

INTERESTING LOCALE: ALD MORA RUINS

- **Information:** Cooking Fire; Interesting Locale; Plant: Imp Stool; Primary Location
- **Enemies:** Nixad
- **Nearby Quests:** Old Wounds

This ancient temple ruin is relatively small and is used as a makeshift camping spot for a variety of travelers and brigands. Note a possible quest giver (Linwenvar) on the road to the north.



05

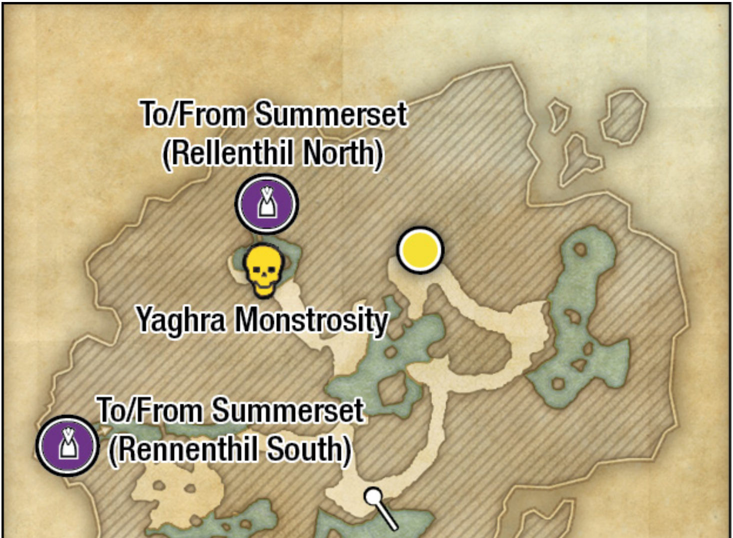
ABYSSAL GEYSER: RELLENTHIL

- **Information:** Abyssal Geyser; Primary Location
- **Entities of Note:** Bedlam Prophet
- **Enemies:** Varies
- **Boss (Varies):** Ruella Many-Claws; Churug of the Abyss; Sheefar of the Depths; Girawell the Erratic; Muustikar Wave-Eater; Reefhammer; Darkstorm the Alluring; Eejoba the Radiant; Tidewrack; Vsskalvor; Yaghra Monstrosity

Approach the Bedlam prophet at the center of this coastal cove, and expect waves of incoming foes. Bring your cohorts to fend off these incoming hostiles. Once the final wave is over, expect to face one of the previously listed bosses, after which a clamshell treasure chest becomes accessible, containing some splendid loot. Return here to repeat this (randomized) challenge.

◇ 06

RELLENTHIL SINKHOLE (NORTH)


To/From Summerset (Rellenthil North)
Yaghra Monstrosity
To/From Summerset (Rennenthil South)

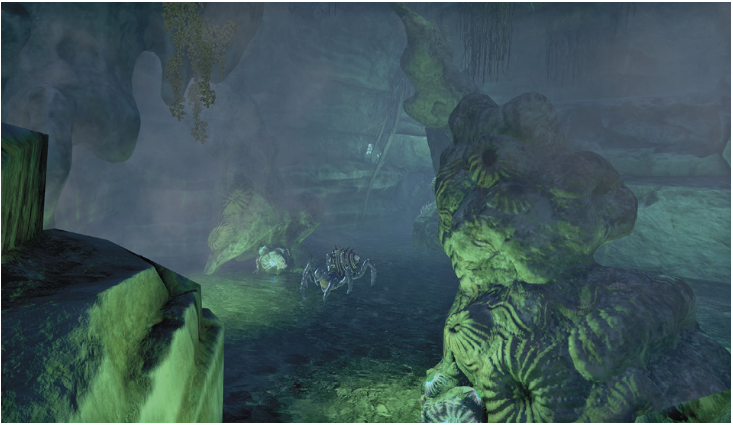
Rellenthil Sinkhole (Interior)

●	Treasure Chest
☠	Enemy (Difficult)
◉	Building or Threshold

- **Information:** Interior; Mages Guild Lorebook; Ore: Pewter Seam; Plant: Blue Entoloma; Secondary Location; Thieves Guild Dead Drop Chest
- **Entities of Note:** Eldhon
- **Enemies:** Coral Crab; Bright Moons Lunar Moth; Salamander; Yaghra
- **Boss:** Yaghra Monstrosity

The foundations of Summerset Isle have been firm and unchanging for millennia, and phenomena like sinkholes have been rare and infrequent—until quite recently. The roaring rapids of the river spill into this large sinkhole. Check the rim of the hole for a mage's book, and behind the waterfall in the hole for a Dead Drop Chest. Then venture into the sinkhole interior . . . if you dare!

A series of interconnecting and waterlogged natural caverns with strange, glowing coral rocks and an influx of Yaghra activity awaits you. A wounded High Elf named Eldhon may require your help. This interior links to the southern sinkhole just east of the town of Rellenthil. Expect to access either sinkhole entrance during Main Story Quest: A Pearl of Great Price.



RELLENTHIL SINKHOLE (SOUTH)

◇ 07

- **Information:** Interior; Ore: Pewter Seam; Secondary Location; Thieves Guild Dead Drop Chest
- **Enemies:** Mudhopper

An almost identically sized sinkhole has appeared in the rocky grassland just east of Rellenthil and northwest of the Wayshrine. Check the rim of the hole for a Dead Drop Chest. The hole has an entrance into the interior caverns detailed previously. Expect to access either sinkhole entrance during Main Story Quest: A Pearl of Great Price.

08

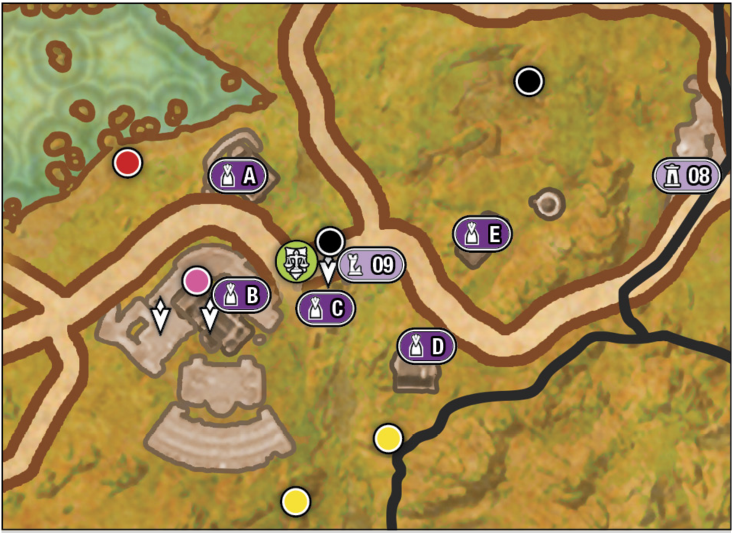
WAYSHRINE: RUSSAFELD HEIGHTS

- **Information:** Primary Location; Wayshrine
- **Entities of Note:** Linwenvar
- **Enemies:** Bright Moons Lunar Moth; Springbok; Welwa
- **Nearby Quests:** Old Wounds

Along the main thoroughfare bisecting the edge of this region is the wayshrine offering easy access to Rellenthil (to the west). It’s just across from Halmorion’s Villa and the vineyards of Russafeld. If you haven’t met him yet, Linwenvar is at the road junction here.

09

RUIN: RELLENTHIL



Rellenthil (Exterior)

🔴	Heavy Sack
⚫	Thieves Guild Dead Drop Chest
🟡	Treasure Chest
🟣	Books

⚖	Merchants
♢	Quest
🟪	Primary Location

- **Information:** Heavy Sack; Ore: Iron Ore; Primary Location; Ruin; Thieves Guild Dead Drop Chest
- **Entities of Note:** Rinyde, Tableau
- **Enemies:** Butterfly, Coral Crab, Bright Moons Lunar Moth, Nixad, Sea Adder, Springbok, Welwa
- **Nearby Quests:** House of Masques

This settlement, built around the ruins of an ancient amphitheater, features a gigantic sinkhole (previously listed) to the northeast and a wayshrine east of that. This place is a hotspot for thespian types (from the House of Reveries), utilizing the outdoor theater to great effect.

A

RELLENTHIL BATHHOUSE

- **Information:** Interior; Secondary Location

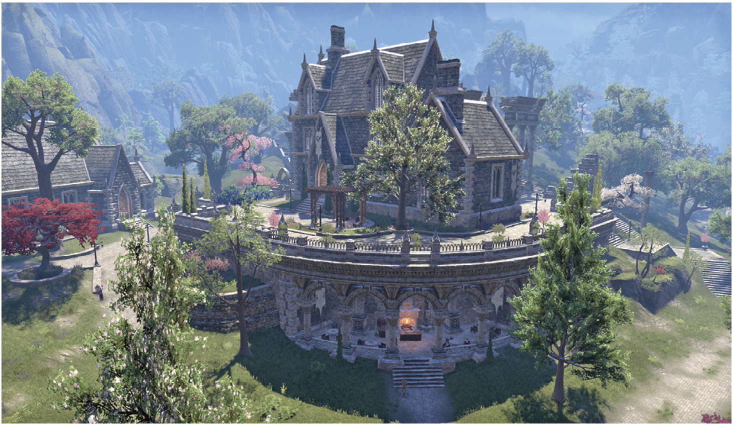
One of the manor houses has been turned into a sumptuous bathhouse, where massages are given and a safebox (Advanced) can be cracked open.

B

MANOR OF MASQUES

- **Information:** Interior; Secondary Location
- **Entities of Note:** Candlelight

The main structure is the Manor of Masques, the seat of the House of Revelries, with the house banner hanging from its walls. Inside is a bedroom for the actors to sleep in, a dining area, and an upstairs stage. Run through lines with Candlelight. There's a dance studio to enter on the upper floor too.

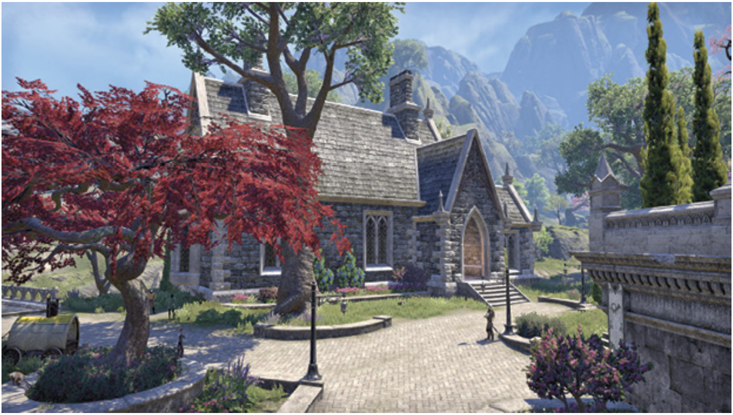


CANONREEVE'S HOUSE

C

- **Information:** Interior; Merchant; Secondary Location
- **Entities of Note:** Narirasi

Canonreeve's House is usually open to visitors (even without the quest active) and has safeboxes to steal from. Just outside on the main road is Narirasi the Merchant.



D

CUINANTHON'S HOUSE

- **Information:** Interior; Secondary Location; Warning: Restricted Area (Trespass)
- **Entities of Note:** Cuinanthon

Farther east, across the bridge and up the hill, is this imposing home, currently locked (Advanced). There's stuff to steal, though Cuinanthon isn't best pleased with you barging in on him.

E

RELLENTHIL GREENHOUSES

- **Information:** Secondary Location

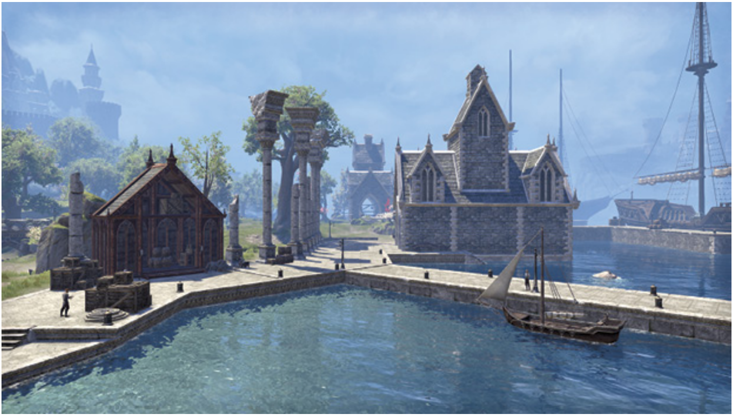
Roses, fruit, and vegetables are grown in two greenhouses near the windmill on the northeastern edge of town.

10

SERVICE DOCK: ALINOR

- **Information:** Fishing Hole; Primary Location; Service Dock
- **Entities of Note:** Ciryelda (Navigator)
- **Enemies:** Coral Crab

The northeastern end of the large docks the service the city of Alinor begin at this location, which is actually closer to the settlement of Rellenthin than Alinor. Head here for some fishing and to visit the navigator Ciryelda, if you wish to leave Summerset Isles.



👁 11

INTERESTING LOCALE: ALINOR DOCKS

- **Information:** Fishing Hole; Interesting Locale; Mages Guild Lorebook; Primary Location; Thieves Trove
- **Enemies:** Coral Crab
- **Nearby Quests:** The Hulkynd's Heart

Salty sea types, ship's crewmembers, and justiciars all mingle in the main part of the docks servicing the city of Alinor. Check the stone piers for some possible fishing spots. Also make time to find Tableau at her easel near one of the dock warehouses. Note the sea wall to the west, with a small lighthouse at the end of it, jutting out into the harbor. Head there for a book and a trove.

12

PLAYER HOUSE: COLOSSAL ALDMERI GROTTO

- **Information:** Interior; Player House; Primary Location

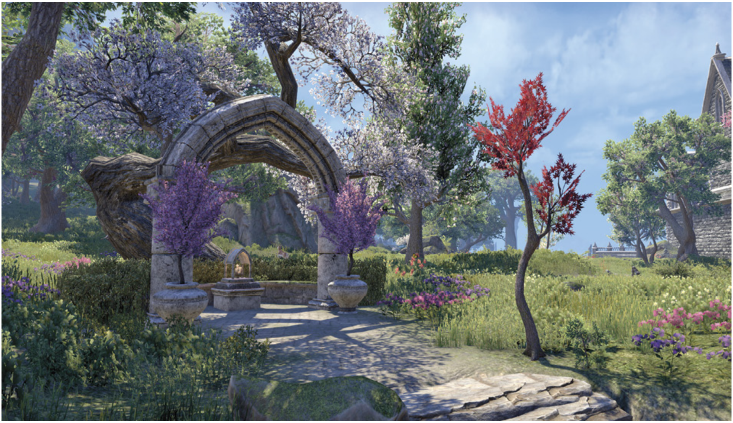
Once a watering stop for the High Elf navy, this great cavernous grotto on the Summerset coast west of Dusk features shipboard compartments, magnificent Aldmeri ruins, weathered wood from several shipwrecks, and a sparkling subterranean waterfall. This galleon-sized grotto can be purchased after game launch from the crownstore and is accessed by sailing on the galleon moored at Alinor Docks. The grotto is in Region 4.

◇ 13

ROADSIDE SHRINE

- **Information:** Mages Guild Lorebook; Plant: Stinkhorn; Secondary Location; Treasure Chest
- **Enemies:** Butterfly; Springbok; Welwa

Beneath the canopy of blossom is a small candlelit shrine on the road to the Cey-Tarn Wayshrine. Check under the bridge just northeast of here for a chest and book.

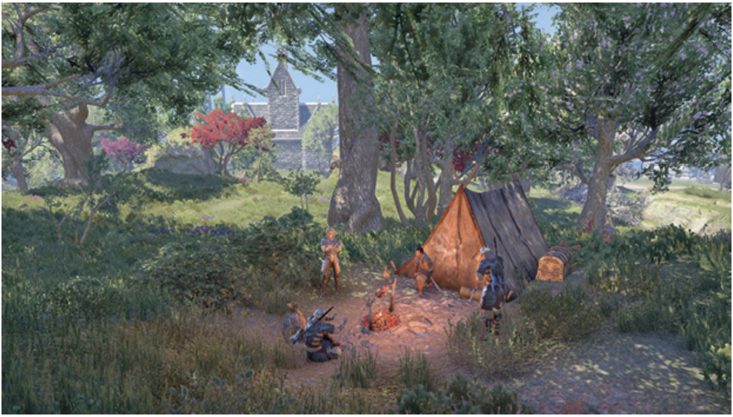


◇ 14

NIGHT RUNNER WOODLAND CAMP

- **Information:** Heavy Sack; Secondary Location
- **Enemies:** Night Runner, Springbok

A small band of Night Runners are using the woods to the south of Alinor Docks as a base camp. Thwart their plans if you wish.

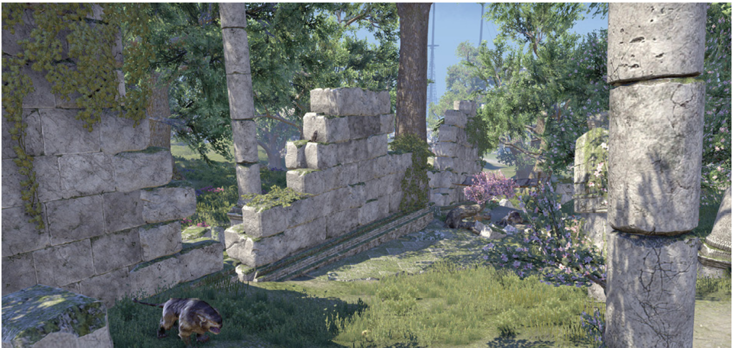


◇ 15

STONE RUIN CAMP

- **Information:** Secondary Location; Treasure Chest
- **Entities of Note:** Silurie
- **Enemies:** Night Runner, Welwa
- **Nearby Quests:** The Taste of Fear

A small stone structure, close to both the main road to Cey-Tarn Keep as well as the woodland Night Runner camp, sits in ruin.



The offshore island of Wasten Coraldale—or Coraldale, as the fisher folk call it—contains a wild honeycomb of tunnels and fertile grottos where sea creatures of all sorts spawn and thrive. It's heavily fished for that reason, despite its many dangers.

A fretful lady named Hiranesse seeks your help in finding her father on the beach southwest of Alinor Docks. Take her fishing boat to the remote island of Wasten Coraldale and complete the quest here. Note the island can be seen on your world map, but a more detailed version is shown below.

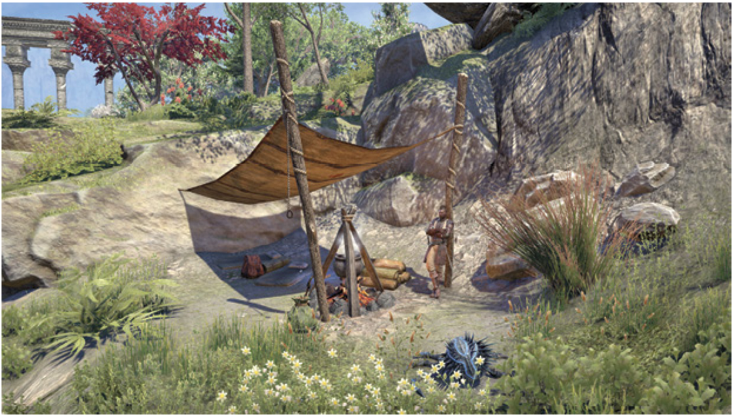
After mooring your boat, you must explore a cave grotto of low-ceilinged tunnels inhabited by many aquatic beasts. This opens up into a beach cove where Sea Vipers have set up an impressive base of operations. Note the locations of the three bosses, depending on whether you're exploring this as a delve or as part of the quest (or both).

◇ 17

NIGHT RUNNER BEACH CAMP

- **Information:** Cooking Fire; Mages Guild Lorebook; Secondary Location; Treasure Chest
- **Entities of Note:** Hiranesse
- **Enemies:** Night Runner
- **Nearby Quests:** Lost at Sea

Just south, along the jutting beach rocks is a beachside camp where a couple of unruly Night Runners are cooking up vittles. Introduce them to the sharp end of your blade.



18

WAYSHRINE: CEY-TARN KEEP

- **Information:** Plant: Blue Entoloma, Violet Coprinus; Primary Location; Wayshrine
- **Enemies:** Butterfly, Springbok

Offering excellent fast-travel access to the keep of the same name, as well as the northern part of this region.

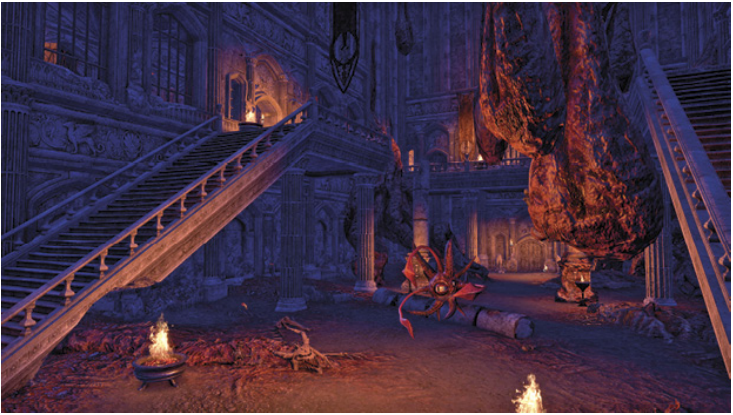
A key fortification on Summerset's oft-invaded coast, Cey-Tarn Keep frowns out across the Sea of Pearls toward the distant Thrassian Archipelago and its vile race of Sload, eternal enemies of the High Elves of the isles.

Situated atop a gigantic stone outcrop is the impressive and ominous Cey-Tarn Keep, which is accessible once the quest is active. Beyond the portcullis, there are numerous battlements to explore and a quartermaster to barter with. On the upper and inner (south) side of the keep are entrances to the Cey-Tarn Keep barracks and the refectory.

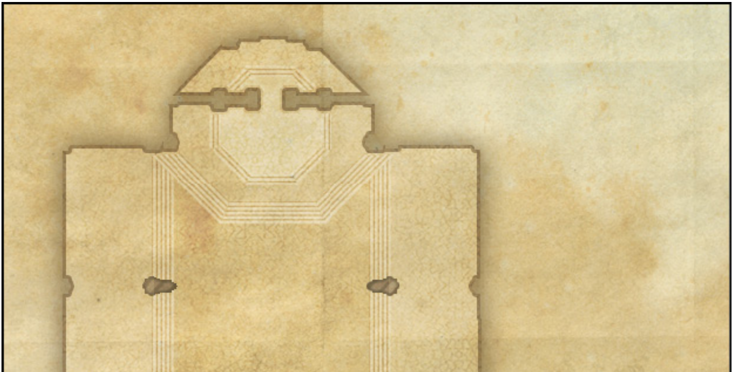
Inside the barracks, there are beds on the ground floor and steps up to a dining area (and various chests and safeboxes, including a locked one [Intermediate] to steal from). Note the vase by the smaller dining alcove leads to a hidden area with clues and a book called *The Insatiable*. The top floor features a small armory.

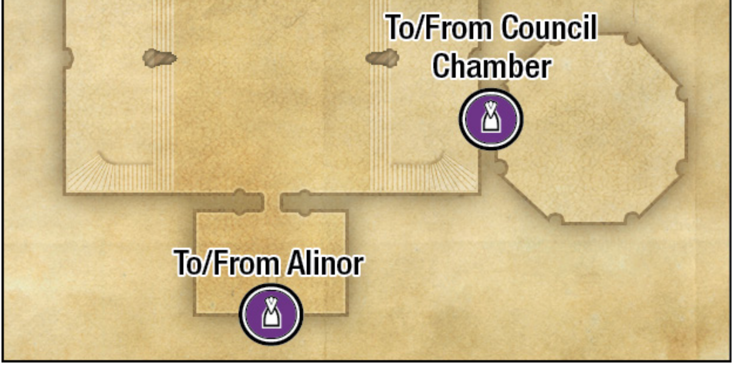
Inside the refectory is a grand dining room, kitchen, and stairs up to a barracks and down to the refectory cellar.

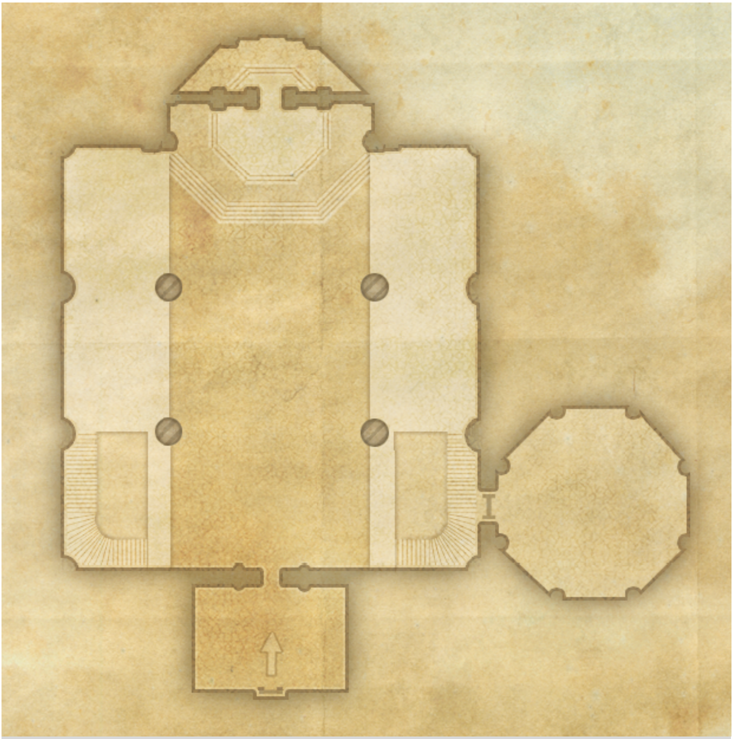
Investigating the cellar leads to a portal, through which you can explore a cursed shadow realm version of this place, known as the Gorge. Progress deeper into this cursed cellar to battle daedric incursions, culminating in a fight with the Insatiable!



ALINOR ROYAL PALACE







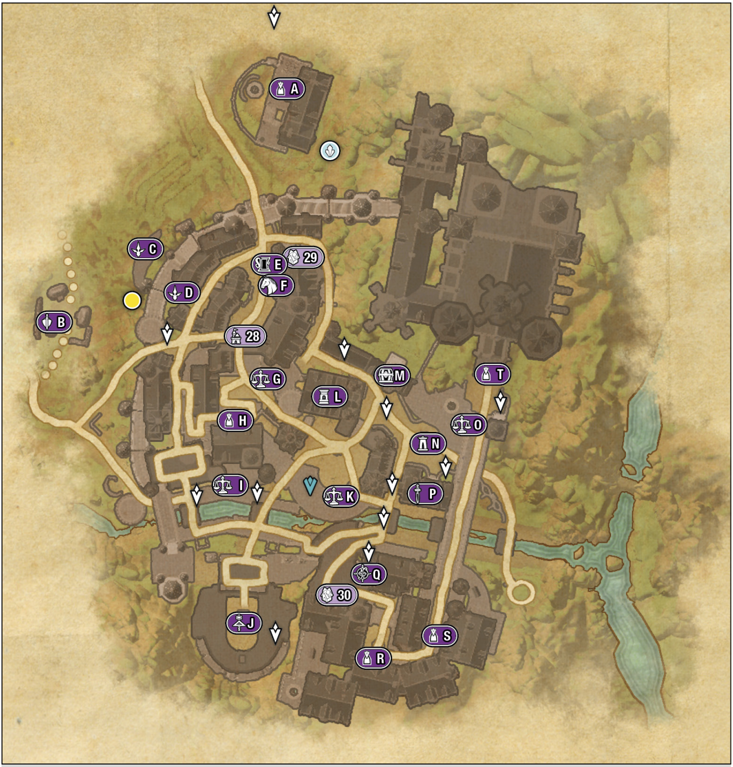
Alinor Royal Palace (Lower)

Building or Threshold

- **Information:** Interior; Secondary Location
- **Entities of Note:** Courtier Vindilween, Proxy Queen Alwinarwe, Rigurt the Brash
- **Nearby Quests:** Culture Clash

28

CITY: ALINOR



Alinor (Exterior)

⬭	Primary Location
◇	Secondary Location
🟡	Treasure Chest
◎	Skyshard (Exterior)
▽	Quest
▼	Quest Public Dungeon

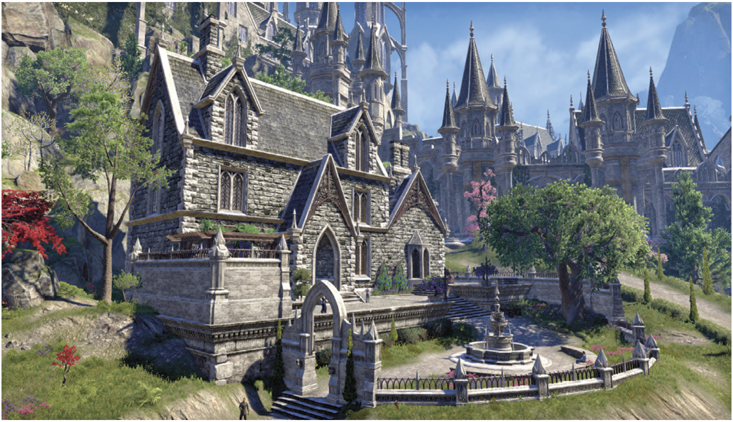
- **Information:** City; Interior; Merchants; Plant: Dragonthorn, Emetic Russula, Imp Stool, Jute, Violet Coprinus; Primary Location; Thieves Trove
- **Enemies:** Butterfly Bright Moons Lunar Moth, Mud Hopper, Nixad, Skavenger, Springbok, Torchbug
- **Nearby Quests:** Bantering with Bandits

As one might expect when approaching the multitude of gleaming towers and exceptional architecture, Alinor is the capital of the Summerset Isles. The builders of this wondrous city worked and carved the stone until it shimmered. Its construction is sturdy but gaunt, with looming towers, spiraling ramparts, and stones embedded into the structures so the light can catch it and shower the viewer in color. Seen as a rival settlement to Lillandril to some, it is nevertheless the seat of power over all the isle.

OLEANDER COAST WINERY

- **Information:** Interior; Secondary Location
- **Entities of Note:** Manacar
- **Nearby Quests:** Bantering with Bandits

Well-to-do families visit the winery on the banks of Alinor’s rocky outcrop to sample the grapes and listen to the lute. Enter the winery manor house to uncover an Anthology of Available Abodes (Player Houses), and meet the locals as well as visitors from farther afield.

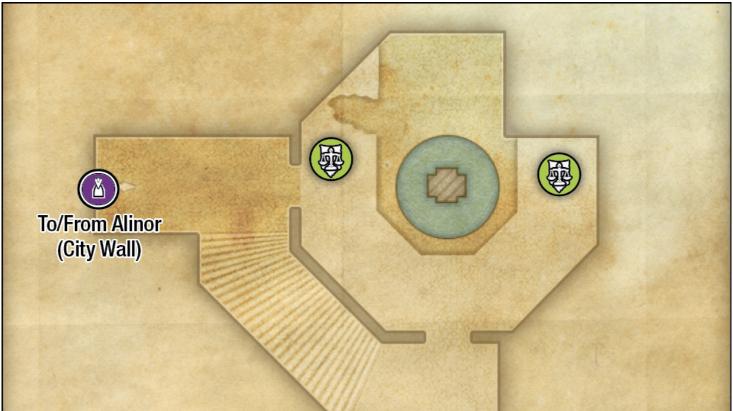


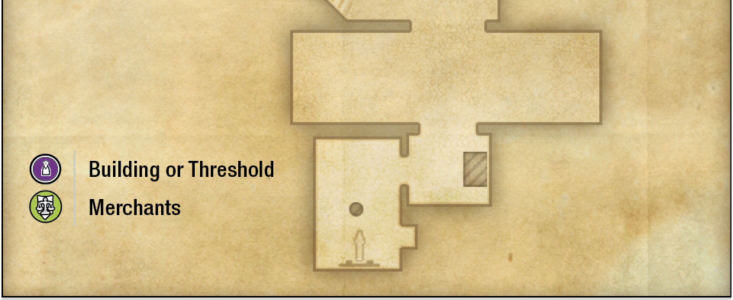
GLADIATOR’S QUARTERS

- **Information:** Merchants (Elite Gear, Battlegrounds Furnisher [2], Battlegrounds Supplies); Secondary Location
- **Entities of Note:** Agathe Monstrose, Battlemaster Rivyn, Grazhwu, Ravlan Fandas, Tinyeririe

Stand among the Circle of Champions, a guild formed to test the greatest fighters of the realm, and then learn (and participate in) battleground games. Outfit yourself here too.

ALINOR OUTLAWS REFUGE (CITY WALL)

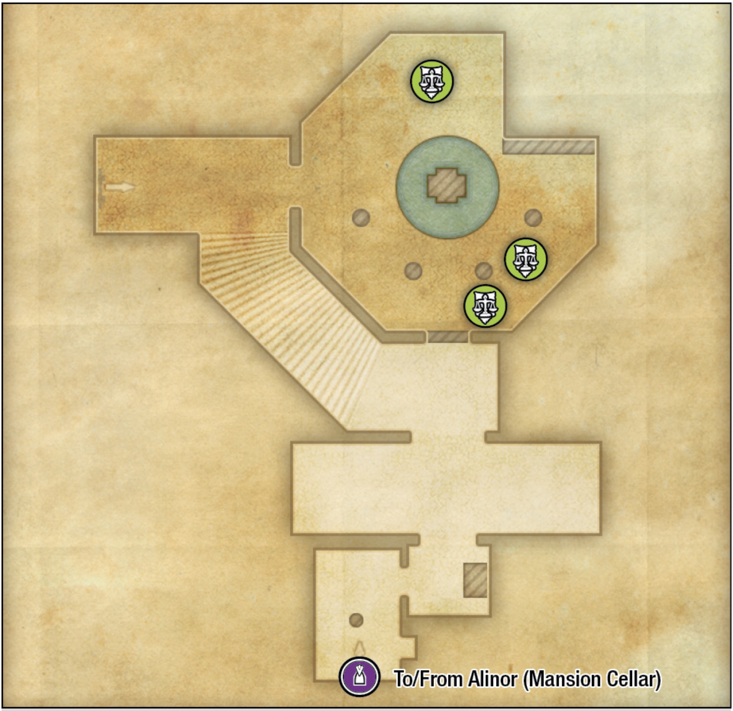




Alinor Outlaws Refuge (Upper)

D

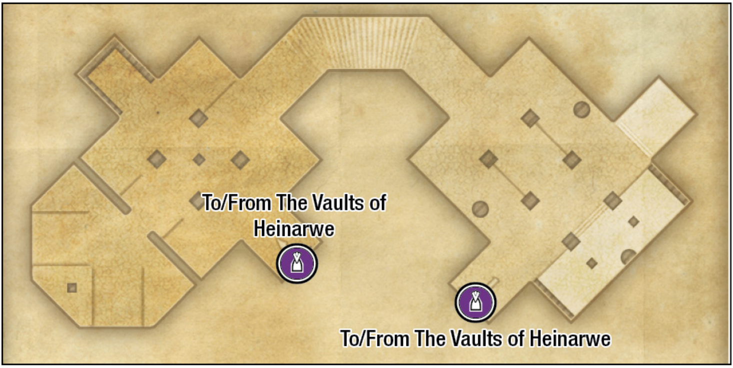
ALINOR OUTLAWS REFUGE (MANSION CELLAR)

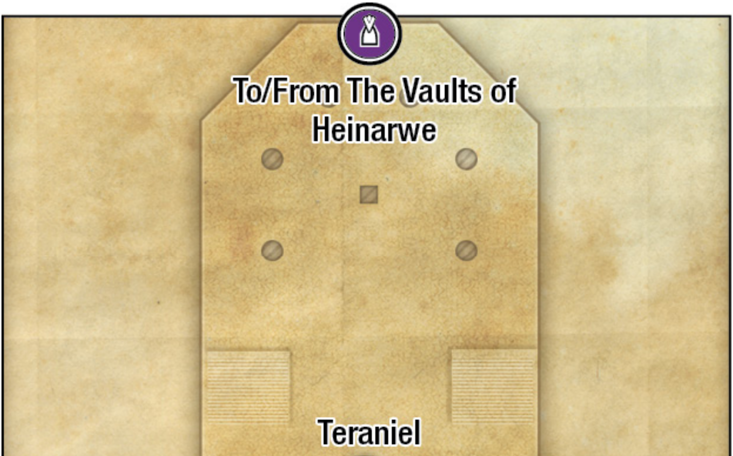


Alinor Outlaws Refuge (Lower)

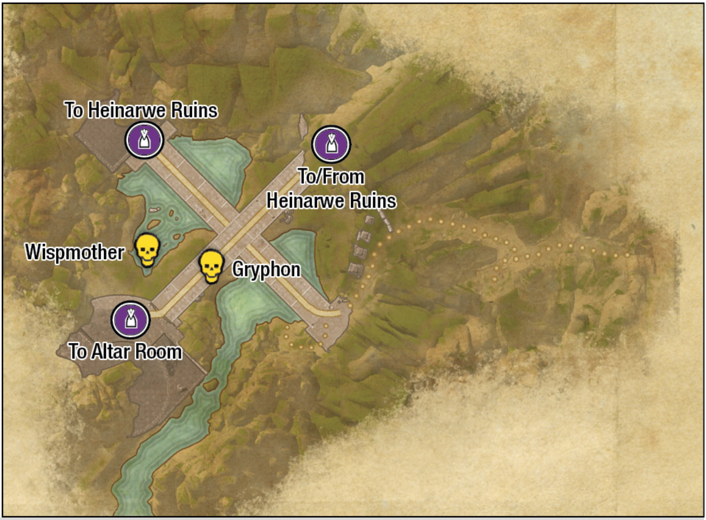
- **Information:** Cooking Fire; Interior; Merchants; Secondary Location
- **Entities of Note:** Esolarne (Moneylender), Fenanaral (Fence), Itnette (Fence), Oiomiralewen, Utzaei (Guild Trader), Zerh (Merchant)
- **Nearby Quests:** A Duelist’s Dilemma
  ◇ 20

THE VAULTS OF HEINARWE


To/From The Vaults of Heinarwe
To/From The Vaults of Heinarwe



Portal To/From Summerset



The Vaults of Heinarwe (Bridge Crossings)

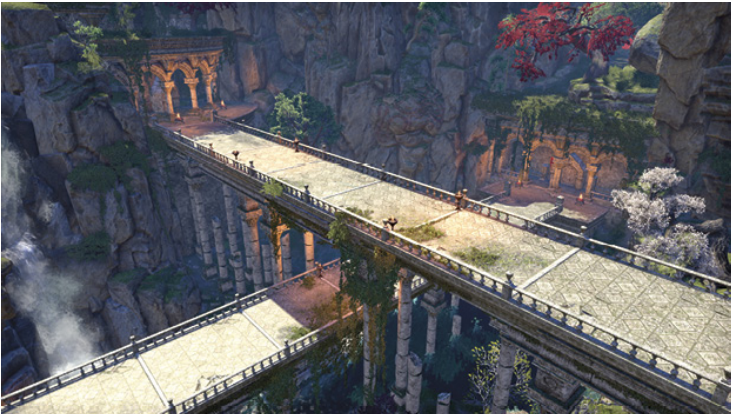
☠	Enemy (Difficult)
◉	Building or Threshold

- **Information:** Interior, Secondary Location
- **Enemies:** Gryphon, Nixad, Skaafin, Spider, Wisp, Wispmother
- **Boss:** Teraniel
- **Nearby Quests:** The Taste of Fear

“Then so ashamed was Kinlady Heinarwe by her transgression with King Orgnum that she forsook name, title, and clan, banished all family and servants from the halls of her palace, snuffed every candle and chandelier, and withdrew, alone, into her vaults.” —Infamy of Heinarwe

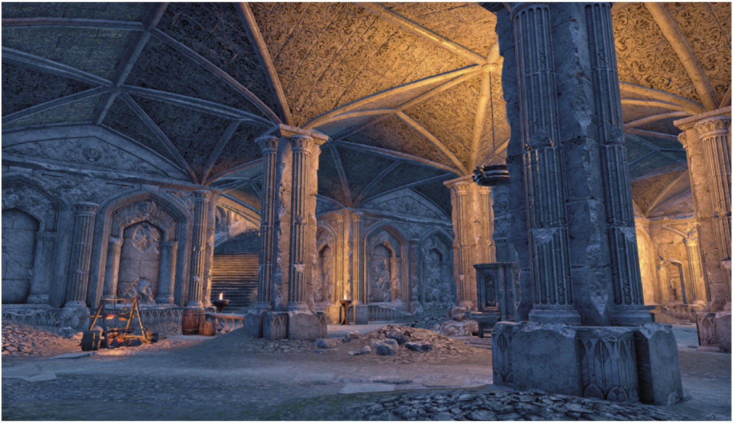
Hidden by vines and an overhang just east of the fortress (Cey-Tarn Keep) is a cave leading to an impressive series of interior passageways and bridges, once the domain of a banished kinlady. To face the true threat within this location, be sure you have Quest: The Taste of Fear active.

After the skeletal remains in the initial tunnel, this area opens into a large exterior rock cove, with two bridges to access. The upper bridge is only passable once you cross the lower one and venture farther into the vaults. Cross the lower bridge (heading northwest) to reach the Heinarwe Ruins. After exploring there, you can emerge onto the upper bridge, face a gryphon, and reach the high door (heading southwest) to the altar chamber.



The main interior vaults are in ruins, being picked through by Skaafin raiders. Expect a larger number of them in the upper chambers to the east. Find the door here to return to the bridge crossings.

This grand altar room holds a great threat (Teraniel), assuming the quest is active and the portal between times (at the huge stone altar) is active.



◇ 21

GRYPHON DELL

- **Information:** Fishing Hole; Ore: Iron Ore; Plant: Water Hyacinth; Secondary Location; Skyshard, Thieves Guild Dead Drop Chest; Treasure Chest
- **Enemies:** Bright Moons Lunar Moth, Frog, Gryphon, Mud Hopper, Springbok

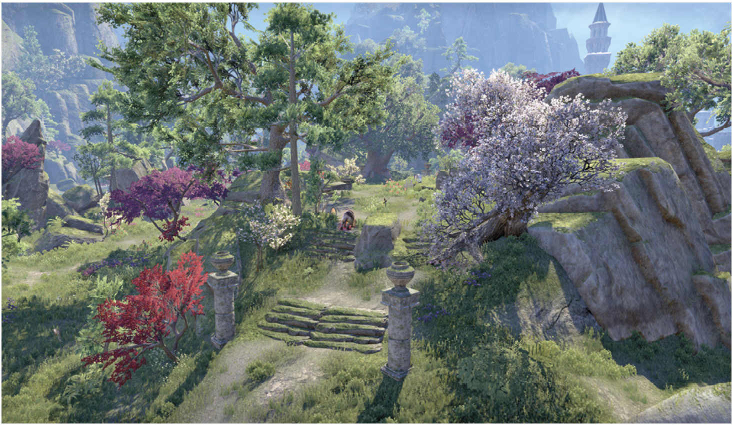
The rugged, grass-topped rock terrain due south of Rellenthil, close to the cave leading into the Vaults of Heinarwe, has a gryphon nest to disturb. Look for a Skyshard just south of the nest, by the river.

◇ 22

SHRINE PATH

- **Information:** Plant: Jute; Mages Guild Handbook; Secondary Location; Thieves Trove; Treasure Chest
- **Enemies:** Bright Moons Lunar Moth, Welwa, Wolf

The high ground among the grassy rocks to the south of Rellenthil has a moss-covered shrine (look for two columns with pots atop them at either end of the shrine route), with possible trove purloining and a mage's book to pilfer.



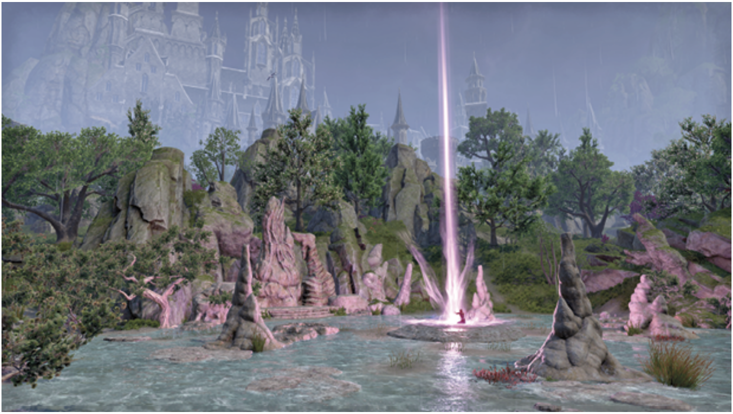
23

ABYSSAL GEYSER WELENKIN

- **Information:** Abyssal Geyser; Primary Location

- **Entities of Note:** Bedlam Prophet
- **Enemies:** Varies
- **Boss (Varies):** Ruella Many-Claws; Churug of the Abyss; Sheefar of the Depths; Girawell the Erratic; Muustikar Wave-Eater; Reefhammer; Darkstorm the Alluring; Eejoba the Radiant; Tidewrack; Vsskalvor; Yaghra Monstrosity

Locate the Bedlam prophet at the center of this coastal cove just northwest of Alinor, and expect waves of incoming foes. Bring your cohorts to fend off the incursion of monsters. Once the final wave is over, expect to face one of the previously listed bosses, after which a clamshell treasure chest becomes accessible, containing some rather fine loot. Return here to repeat this (randomized) challenge.



◇ 24

COASTAL LOOKOUT RUINS

- **Information:** Fishing Hole; Ore: Pewter Seam; Plant: Bugloss; Secondary Location
- **Enemies:** Bright Moons Lunar Moth, Wolf

Technically one of the grand edifices of Alinor, this curved stone lookout marks the westerly point of the city. It is adjacent to the northern edge of Welenkin Cove.

25

GROUP BOSS: WELENKIN COVE

- **Information:** Group Boss; Ore: Iron Ore; Plant: Blue Entoloma; Primary Location
- **Enemies:** Coral Crab,Yaghra
- **Boss:** B'Korgen

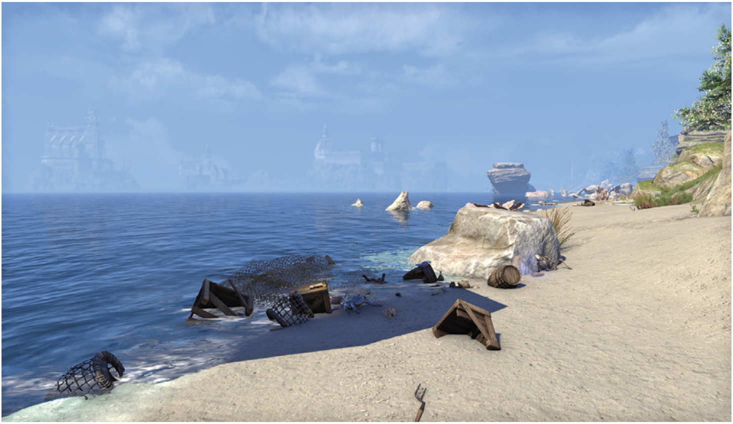
Face the rotund and revolting B'Korgen in this waterlogged grotto, watching out for his impressive, summoned alchemical globules.

◇ 26

FLOTSAM AND JETSAM

- **Information:** Mages Guild Handbook; Ore: Iron Ore; Plant: White Cap; Secondary Location; Thieves Guild Dead Drop Chest; Treasure Chest
- **Enemies:** Coral Crab

Pick through the scattered wreckage of a sunken ship (which is visible but inaccessible to the east of this location).

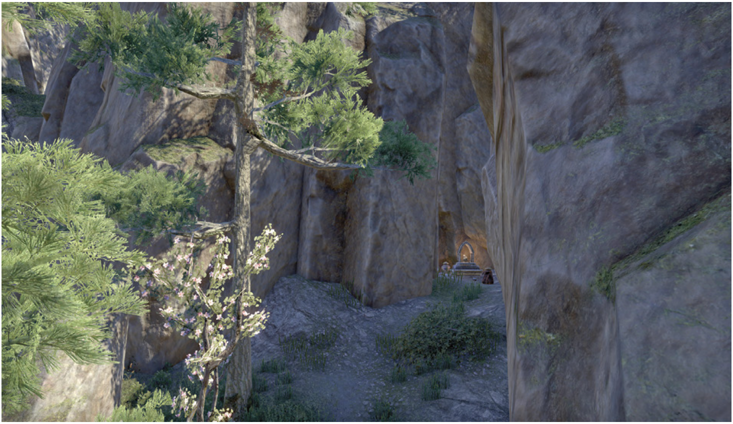


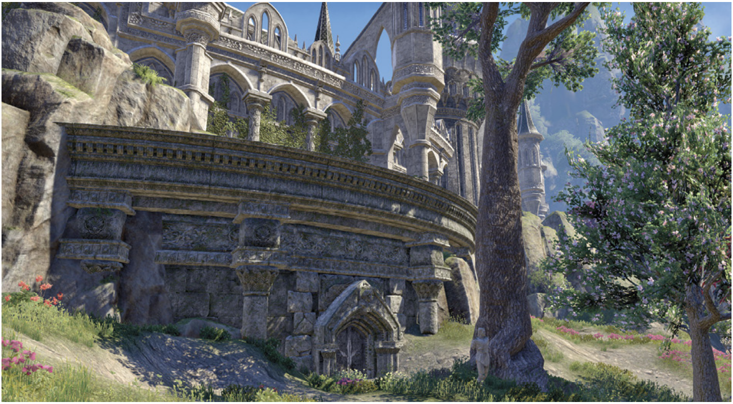
◇ 27

HIDDEN SHRINE

- **Information:** Mages Guild Handbook; Plant: Columbine; Secondary Location; Treasure Chest

In a high and narrow alcove, between the long, vertical mountainside rocks and near the rushing waters, is a tiny shrine with some interesting items to scavenge.





The last doddering elves of venerable House Numralion of Alinor don't even remember that their city mansion features an old wine cellar, let alone realize that it's been taken over and repurposed by the city's criminal element. Enter this place of thievery via a stone door at the base of the exterior wall or through a wooden mansion door in a back alley, on the western side of the city.

Inside is a wine cellar and cistern area where the thieves ply their wares. Visit them for goods and befriend them if you're part of their kind.

INN: THE GOLDEN GRYPHON

- **Information:** Cooking Fire; Inn; Interior; Merchants; Player House; Secondary Location
- **Entities of Note:** Felande Demarie, Gryf Blakeny (Brewer), Vintenwen (Innkeeper)
- **Nearby Quests:** Room to Spare

Visit this tavern in the northern quarter of the city. Aside from the drinks and other purchases to make, you can buy your first abode in Alinor. The quest is suspiciously simple to complete! Primary Location: Player House—Golden Gryphon Garret (Primary Location 2.26), which is inside the inn, is now available.

F

ALINOR STABLE

- **Information:** Merchant; Secondary Location
- **Entities of Note:** Sarohanar (Stablemaster)

Rest your mount here, or purchase a steed from Sarohanar. The stables are conveniently located next to the inn, despite some complaints of the smell.

G

ANGINIL'S PLACE

- **Information:** Merchant, Secondary Location
- **Entities of Note:** Anginil (Chef), Justiciar Farowel
- **Nearby Quests:** Run Aground

Whether you're here for a sweetroll or some casual belittling from Chef Anginil, rest a while at this place of fine dining.

H

IRENE EPINARD'S HOUSE

- **Information:** Interior; Secondary Location; Warning: Restricted Area (Trespass)
- **Entities of Note:** Irene Epinard, Thorley Epinard

Should you wish to outstay your welcome and pick the lock (Advanced) of Irene's door, there's two upstairs safeboxes (Intermediate on the middle floor and Advanced on the upper floor) to open, as well as townsfolk to avoid. There are other, less impressive chests and sacks to purloin.

HOME FURNISHINGS AND PACK MERCHANTS

- **Information:** Merchants; Secondary Location
- **Entities of Note:** Danel Telleno, Marakar (Pack Merchant), Millineth, Nolenowen (Global Achievement Furnisher), Tarmimn (Achievement Furnisher), Tildannire (Holiday Achievement Furnisher), Unwoltil (Home Goods Furnisher)
- **Nearby Quests:** Equipment Crafting Certifications, Consumable Crafting Certifications

Visit these specialists when you want to furnish your Player Houses in Alinor (especially after unlocking suitable achievements), or anywhere you own a home.

J

PLAZA OF THE HAND

- **Information:** Cooking Fire; Crafting: Alchemy Station, Blacksmithing Station, Clothing Station (2), Enchanting Table (2), Jewelry Crafting Station (2), Outfit Station, Woodworking Station (2); Merchants; Secondary Location
- **Entities of Note:** Bergi (Clothier), Clivia Juncus (Merchant), Emdular (Alchemist), Felarian, Finnegil (Grocer), Nunorbel (Enchanter), Satha Ralaal (Carpenter), Snabazkur (Blacksmith)
- **Nearby Quests:** Jewelry Crafting Certification

Seek out this southern plaza for additional and impressive crafters, as well as the necessary stations to perfect your own crafting of items and equipment. Seek out Emdular's Solutions, the Seabreeze Saw Company, and even the Green Grocer for some well-cooked vittles. Consult Felarian if you wish to perfect your jewelry crafting.

K

CRAFTING MERCHANTS SQUARE

- **Information:** Merchants; Secondary Location
- **Entities of Note:** Drakaws (Woodworker), Grashegg (Leatherworker), Justiciar Tanorian, Nuzon (Tailor), Rulenlionfdil (Weaponsmith), Tuminderion (Armorer)
- **Nearby Quests:** Pilgrimage's End (Daily Quest)

Visit this town square if you aren't willing (or able) to craft your favorite items and want an expert to sell you the items instead. Or, if you're after some specific equipment, check these specialists.

L

ALINOR TEMPLE

- **Information:** Interior; Secondary Location

Those seeking spiritual guidance or fulfillment come to this ornate but not overly elaborate temple.

M

ALINOR BANK

- **Information:** Interior; Merchants; Secondary Location
- **Entities of Note:** Mornurdur (Banker), Tilanfire (Banker)

Those with coin to spare can store it safely at this bank, which also offers a variety of consumables. Just speak to Mornurdur or his colleague Tilanfire.

ALINOR WAYSHRINE

- **Information:** Merchant, Primary Location; Wayshrine
- **Entities of Note:** Aicessar (Hall Steward), Huzzin (Guild Trader), Rathornith (Hall Steward)
- **Nearby Quests:** Aicessar’s Invitation, Housing Brochure: Room to Spare

Located in the eastern courtyard of the city, this wayshrine allows relatively quick access to the guild traders, the Mages and Fighters Guilds, and the Royal Palace. Note the guild traders (Huzzin) on the western side of the courtyard.

O

GUILD TRADERS (ALINOR COURTYARD)

- **Information:** Merchants, Secondary Location
- **Entities of Note:** Irna Dren (Guild Trader), Rialilrin (Guild Trader), Rubyn Denile (Guild Trader), Talwullaure (Guild Trader), Yggurz Strongbow (Guild Trader)
- **Nearby Quests:** Aicessar's Invitation, Housing Brochure: Room to Spare

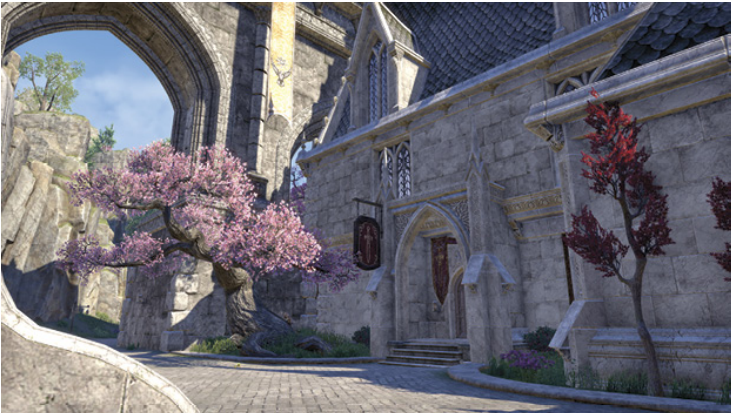
Close to the wayshrine is an alcove where guild traders ply their wares, expecting good sales from those that utilize the wayshrine.

P

FIGHTERS GUILD

- **Information:** Interior, Secondary Location
- **Entities of Note:** Aicessar (Hall Steward), Emerel (Armsman), Rathornith (Hall Steward)
- **Nearby Quests:** Aicessar’s Invitation

The Fighters Guild of Alinor is close to the palace for obvious reasons, and features Aicessar, who allows you to join this guild, as well as Emerel, who has wares to sell.



MAGES GUILD

- **Information:** Cooking Fire; Interior; Merchant; Secondary Location
- **Entities of Note:** Curinure (Magister), Desh-Taa (Mystic)
- **Nearby Quests:** Curinure’s Invitation

The expansive Mages Guild building is on the upper, eastern side of the city, by the palace bridge. Meet Curinure (Magister) if you wish to join the guild. Trade with Desh-Taa (Mystic) or Kourazir (Mystic) if you wish to trade.

R

KINLADY VALULLINWE'S HOUSE

- **Information:** Interior; Secondary Location; Warning: Restricted Area (Trespass)
- **Entities of Note:** Lady Vinwinarin

Picking the lock (Advanced) of this noblewoman's house can get you into trouble, but trespassing does allow some pilfering of the usual items throughout this town house, like the two upstairs safeboxes (Advanced).

S

JUDICATOR LINULYIA'S HOUSE

- **Information:** Interior; Secondary Location; Warning: Restricted Area (Trespass)
- **Entities of Note:** Judicator Linulyia

Once you pick the lock (Advanced) of the judicator's house, watch for her servants as you attempt to grab anything not bolted down. There's a couple of safeboxes (Intermediate and Advanced) to pry open.

The palace is the site of the fabled Throne of Alinor, which has been occupied almost continuously by a single line of royal succession dating back to the Merethic Era. Ayrenn, the current monarch, is represented by her cousin, Proxy Queen Alwinarwe.

Inside, you can speak to the haughty Courtier Vindilween and explore the impressive interior, which becomes more interesting once the quest is active.

29

PLAYER HOUSE: GOLDEN GRYPHON GARRET

- **Information:** Interior; Player House; Primary Location
- **Entities of Note:** Felande Demarie
- **Nearby Quests:** Room to Spare

Though this is only a single room, the advantage of this inn apartment is its unrivaled location, just steps from the gates of Alinor. That, and the rare prestige of an Alinor address! It's available free for completing the Room to Spare quest in Summerset, or you can purchase it for 3,000 gold if you have already completed that quest elsewhere.

30

PLAYER HOUSE: ALINOR CREST TOWN HOUSE

- **Information:** Interior; Player House; Primary Location

On the heights of Alinor, with easy access to the Royal Palace, this splendid mansion was built as a consulate for the Bosmeri Ambassador of the Camoran Dynasty. With the ambassador now in Elden Root, the town house is available for you! It can be purchased once you earn the Summerset Grand Adventurer achievement.

31

WAYSHRINE: ALINOR

- **Information:** Primary Location; Wayshrine
- **Entities of Note:** Aicessar (Hall Steward); Huzzin (Guild Trader); Irna Dren (Guild Trader); Rialilrin (Guild Trader); Rubyn Denile (Guild Trader); Talwullaure (Guild Trader); Yggurz Strongbow (Guild Trader)
- **Nearby Quests:** Aicessor's Invitation; Culture Clash; Curinure's Invitation; A Duelist's Dilemma; Jewelry Crafting Certification; Pilgrimage's End; Room to Spare; Run Aground

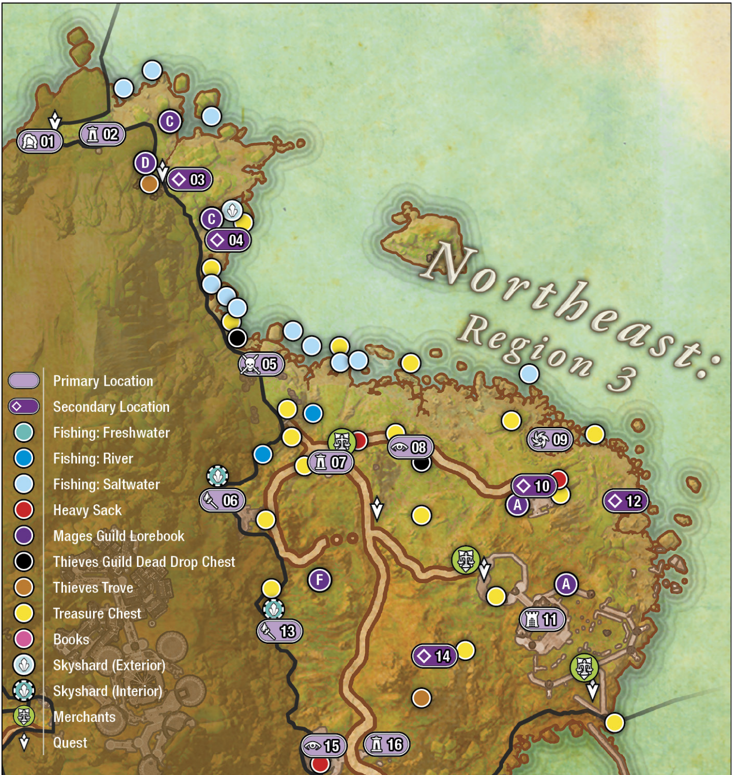
Close to the guild market of the Aedra, in one of Alinor's town squares, this wayshrine (which is also listed in the "Alinor" section of the Atlas) offers quick and proficient access to everything the largest city on Summerset Isle has to offer.

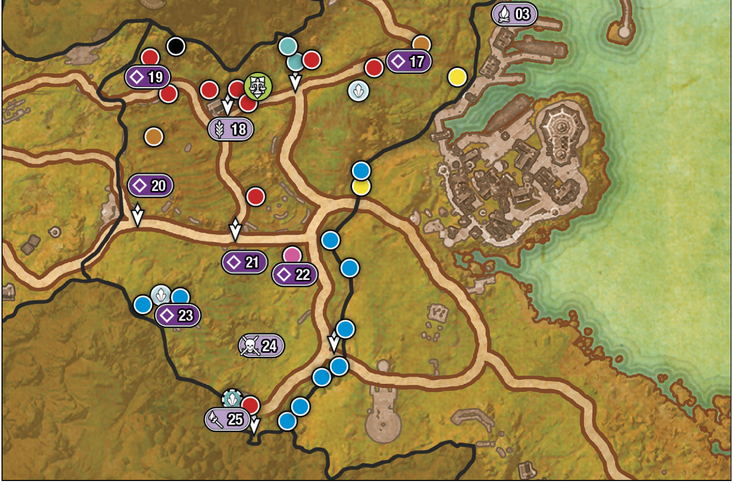
The Elder Scrolls ONLINE SUMMERSET

The Atlas of Summerset Isle

Summerset Isle: Region 3 (Northeast)

VEYOND WYTE, KING'S HAVEN PASS, ELDBUR RUINS





The lesser populated lands north of Shimmerene, farther from the relative safety of the Eldbur Ruins and townsfolk, is more wild in its beauty. The coral coast runs all the way to a sliver of sand at the very north, where the Veyond Wyte wayshrine enables folks to quickly visit the other entrance to the vast Karnwasten dungeon. The western mountain has two delve entrances, while the rolling grassland punctuated by rock outcrops is home to many beasts, not least a large flock of gryphons. But perhaps the most ominous landmark to visit is the Direnni Acropolis, said to be the lair of many a tormented specter.

Locations

●

Primary Secondary

●

#	NAME
#	NAME

01	Karnwasten (East Entrance)
02	Veyond Wyte Wayshrine
03	Coral-Splitter Camp and Waterfall
04	Cliff Camp
05	Gryphon Run
06	King’s Haven Pass (East Entrance)
07	King’s Haven Pass Wayshrine
08	Gryphon Aerie
09	Direnni Abyssal Geyser
10	Direnni Outer Ruins
11	Direnni Acropolis
12	Smuggler’s Boat
13	Eton Nir Grotto
14	Gryphon Overlook
15	Eldbur Ruins
16	Eldbur Ruins Wayshrine
17	Makeshift Camp

18	**Russafeld**
19	**Tarnamir’s Manor**
20	**Halmorion’s Villa**
21	**Red Temple Catacombs**
22	**Rethelmir’s House**
23	**The Mossy Archer**
24	**Indrik Frolic**
25	**Tor-Hame-Khard**

01

PUBLIC DUNGEON: KARNWASTEN (EAST ENTRANCE)

- **Information:** Interior; Primary Location; Public Dungeon
- **Entities of Note:** Renzir
- **Nearby Quests:** An Unexpected Betrayal

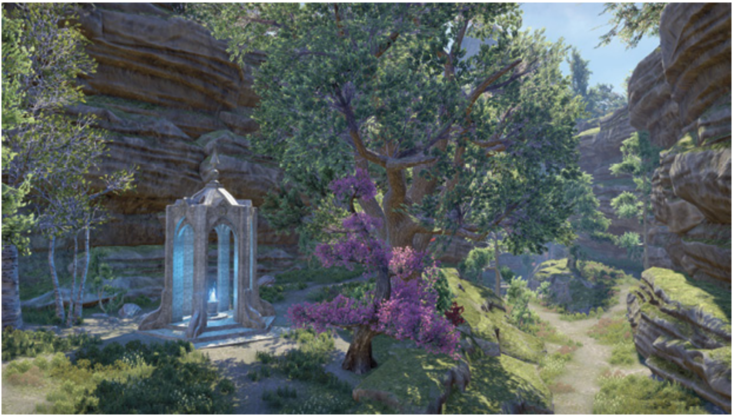
Should you wish to find an alternate entrance (or exit) into Karnwasten, there is a cave in the remote northern part of this region. Consult the “Karnwasten (West Entrance)” Atlas entry in Region 1 for all interior maps and information regarding this public dungeon.

02

WAYSHRINE: VEYOND WYTE

- **Information:** Fishing Hole; Mages Guild Lorebook; Plant: Corn Flower, Stinkhorn, White Cap; Primary Location; Thieves Trove; Wayshrine

Though you may utilize this wayshrine to easily fast-travel away from the area after completing the Karnwasten public dungeon, consider staying awhile for the fishing and plant-picking.

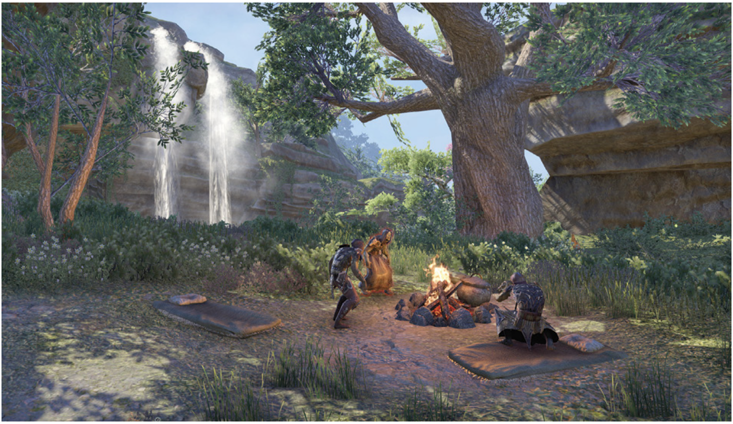


03

CORAL-SPLITTER CAMP AND WATERFALL

- **Information:** Mages Guild Lorebook; Plant: Stinkhorn; Wormwood; Secondary Location
- **Enemies:** Coral-Splitter
- **Nearby Quests:** His Final Gift

A group of unpleasant goblins is gathered around a cooking fire, in an area above a small shack built near a waterfall. At the shack, you can read the last words from Nafarion and begin his quest. Note the lorebook in the vicinity.

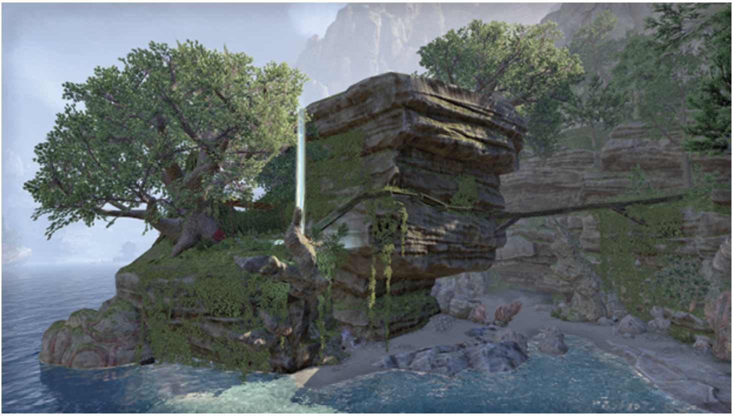


◇ 04

CLIFF CAMP

- **Information:** Fishing Hole; Mages Guild Lorebook; Plant: Blue Entoloma, Stinkhorn, Wormwood; Secondary Location; Skyshard; Treasure Chest
- **Enemies:** Coral-Splitter

Access this camp built into an oceanside rock formation via a wooden timber pole and a looping path to the north. Beware of goblins. Come here for the Skyshard.

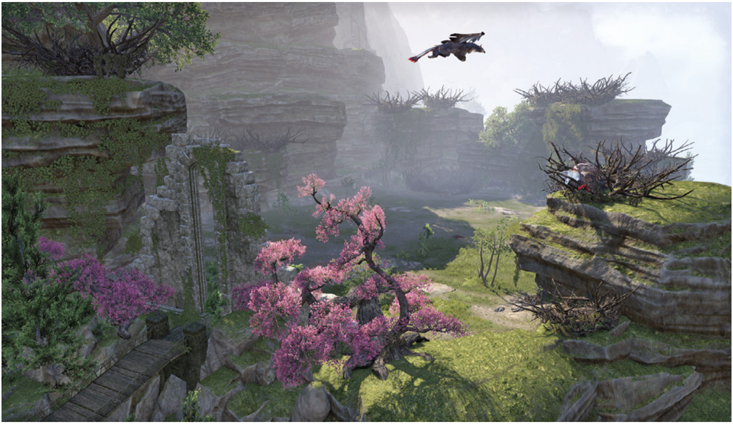


05

GRYPHON RUN

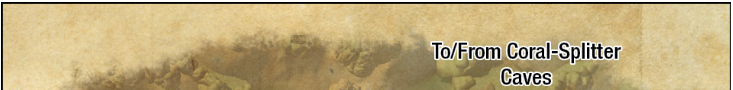
- **Information:** Group Boss; Primary Location
- **Enemies:** Gryphon
- **Boss:** Haeliata

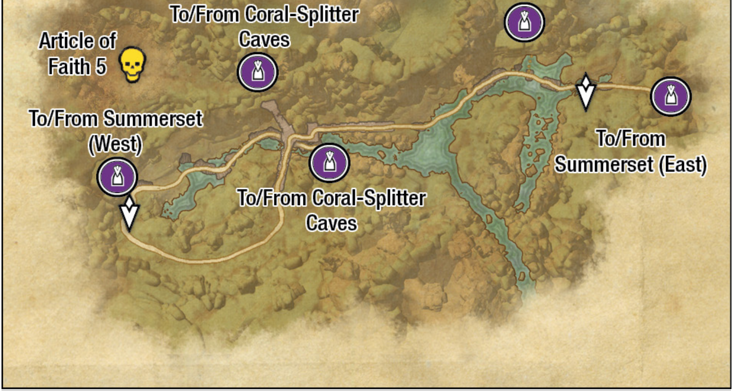
This clifftop arena is littered with carcasses and numerous gryphon nests. Access it via a rope bridge to the south (near King's Haven Wayshrine). There are few places to hide from the mighty Haeliata and her flock.



06

DELVE: KING'S HAVEN PASS (EAST ENTRANCE)





King's Haven Pass (Interior)

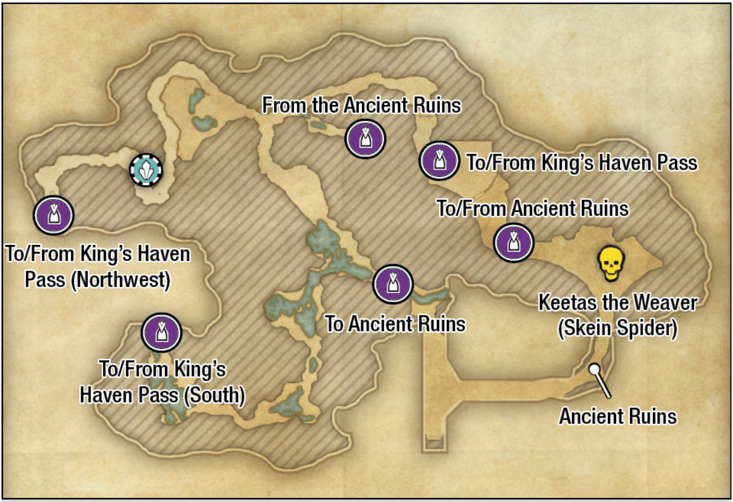
▽	Quest
☠	Enemy (Difficult)
◉	Building or Threshold

- **Information:** Delve; Interior; Plant: Jute; Primary Location; Skyshard (Interior)
- **Entities of Note:** Mehdze, Naliara
- **Enemies:** Coral-Splitter (Goblin); Reef Viper, Skein Spider, Welwa
- **Boss:** Avuuma the Whirlwind (Gryphon)
- **Boss:** Keetas the Weaver (Skein Spider)
- **Nearby Quests:** Savage Truths

Some say goblins originated in Summerset, and some say the High Elves brought them here to serve as menials and slaves. Having been freed or having escaped, goblins no longer perform those functions, but their tribes still thrive in the island's loneliest corners.

The eastern stone ruins, leading to a cave opening in the mountain, belies the roaming entities and hidden exterior location within this delve. Note there is a western entrance in Region 1, just north of the Ebon Stadmont Wayshrine.

An impressively large exterior mountain pass offers access to and from the west and east parts of the isle. Pass Mehdze and his quest to find the place is teeming with goblins (along with Welwa and Reef Vipers). You must navigate across a precarious bridge section with lower platforms beneath. A powerful gryphon resides in her eyrie to the northwest, and there' a looping path down (past Naliara who offers the same quest), to the western exit to Summerset.


From the Ancient Ruins
To/From King's Haven Pass
To/From Ancient Ruins
To/From King's Haven Pass (Northwest)
Keetas the Weaver (Skein Spider)
To Ancient Ruins
To/From King's Haven Pass (South)
Ancient Ruins

Coral-Splitter Caves and Ancient Ruins (Interior)

❖	Skyshard (Interior)
☠	Enemy (Difficult)
⌂	Building or Threshold

There are three ways into the caves under King's Haven Pass (two entrances to the north and one at the lower waterfall to the south). Inside, expect a series of narrow tunnels to a couple of goblin camps. Of reasonable interest is a Skyshard, within a broken barrel at one of the upper camps. Of considerable interest is an entrance to the south, leading to Ancient Ruins, where you must defeat several revolting Skein Spiders until you face the mother: Keetas the Weaver.

07

WAYSHRINE: KING'S HAVEN PASS

- **Information:** Merchant; Primary Location; Treasure Chest; Wayshrine
- **Entities of Note:** Anglalas (Merchant); Miranrel
- **Enemies:** Gryphon
- **Nearby Quests:** Gryphon Grievance

This wayshrine offers quick access to a variety of large, feathered fiends, as well as a quest (to the south) involving gryphon. Use this wayshrine to reach a merchant or the nearby delve with an identical name.

08

INTERESTING LOCALE: GRYPHON AERIE

- **Information:** Interesting Locale, Primary Location, Thieves Guild Dead Drop Chest, Treasure Chest, Wood: Maple
- **Entities of Note:** Miranrel
- **Enemies:** Butterfly, Gryphon, Springbok, Torchbug

- **Nearby Quests:** Gryphon Grievance

This hilltop aerie offers numerous gryphons to cull, as well as a High Elf in need of assistance along the main road just southwest of the main nesting cave.

09

ABYSSAL GEYSER: DIRENNI

- **Information:** Abyssal Geyser; Primary Location; Treasure Chest
- **Entities of Note:** Acolyte of Bedlam
- **Enemies:** Varies
- **Boss (Varies):** Ruella Many-Claws; Churug of the Abyss; Sheefar of the Depths; Girawell the Erratic; Muustikar Wave-Eater; Reefhammer; Darkstorm the Alluring; Eejoba the Radiant; Tidewrack; Vsskalvor; Yaghra Monstrosity

Approach the Acolyte of Bedlam at the center of this coastal cove, and expect waves of incoming foes. Bring your cohorts to fend off this invasion. Once the final wave is over, expect to face one of the previously listed bosses, after which a clamshell treasure chest becomes accessible, containing some impressive loot. Return here to repeat this (randomized) challenge.

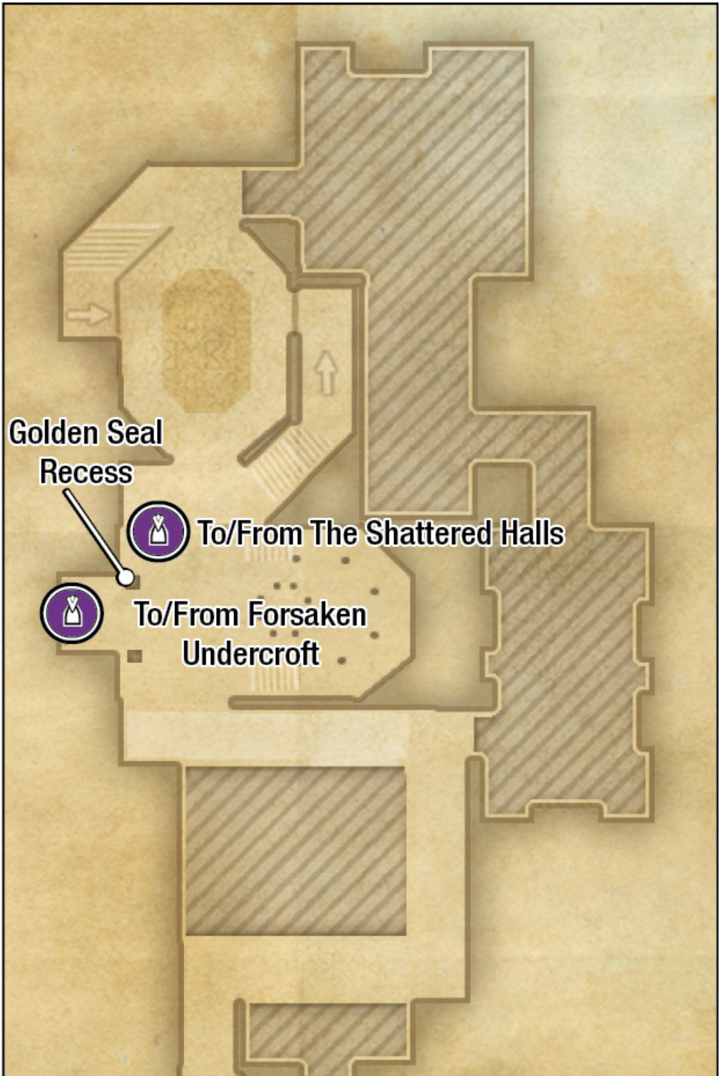
DIRENNI OUTER RUINS

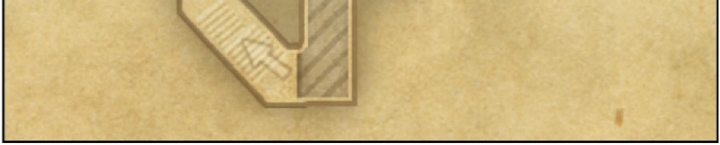
◇10

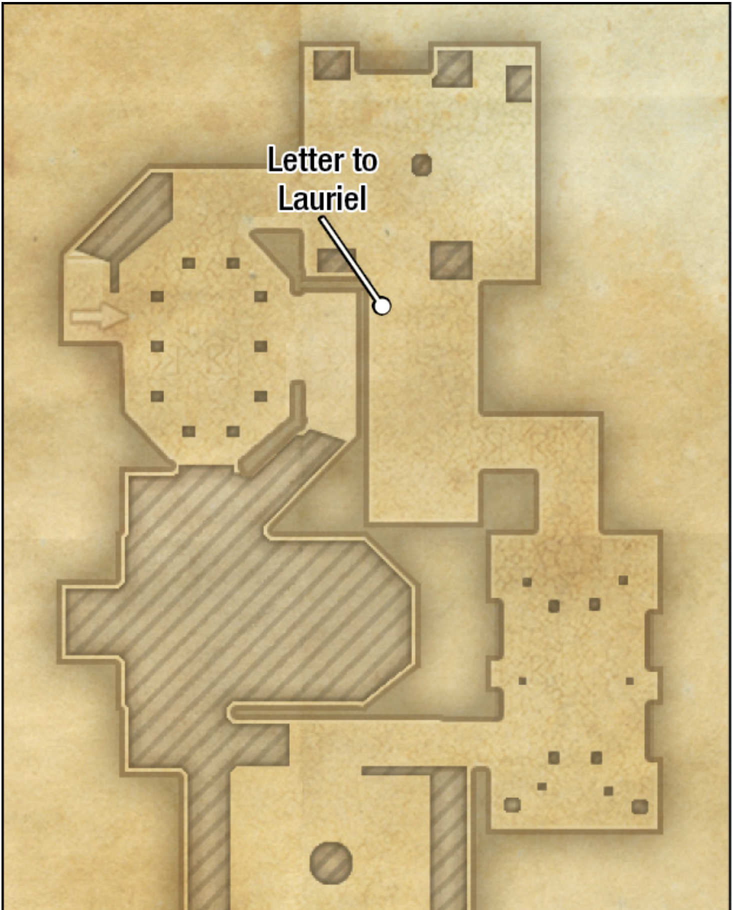
- **Information:** Heavy Sack; Mages Guild Lorebook, Secondary Location, Treasure Chest
- **Enemies:** Imp, Indrik, Nixad

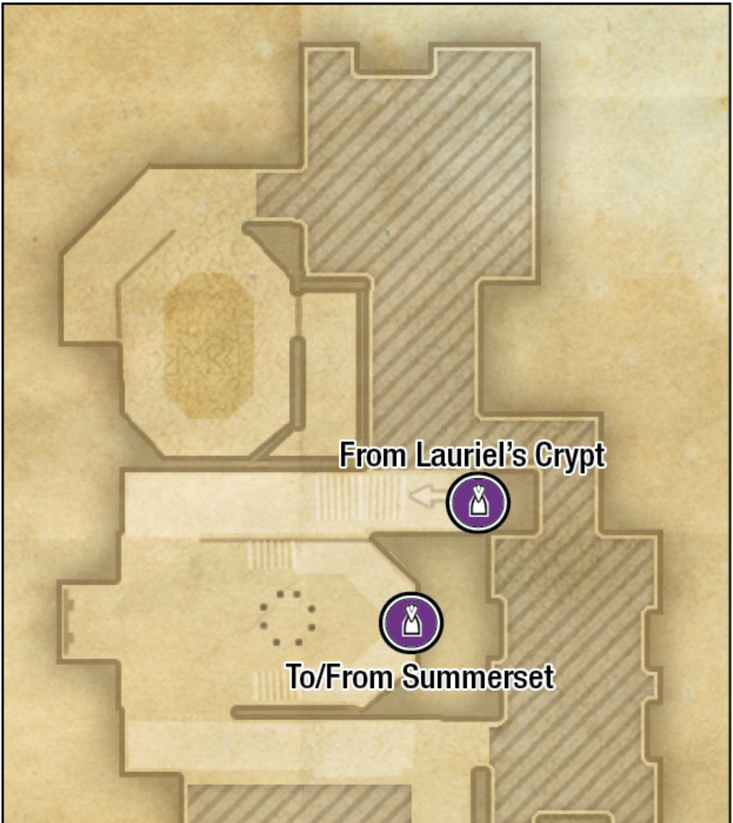
A stone platform and various steps make up this ruin along the northern edge of the Direnni Acropolis. Locate the road heading south to the main part of this sprawling ruin.

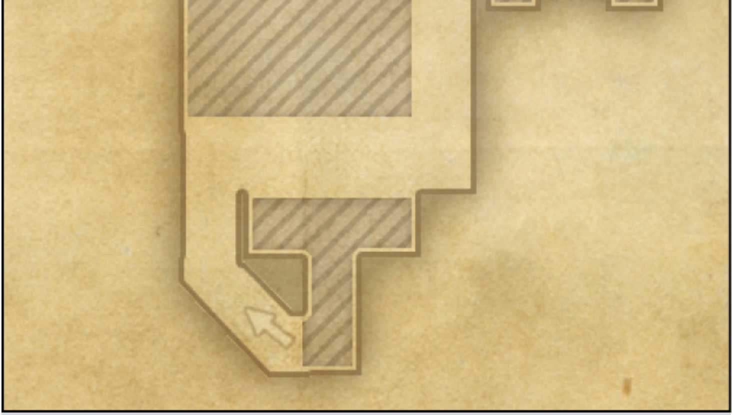
ARTIFACT GATE/TEMPLE: DIRENNI ACROPOLIS











Direnni Catacombs (Interior: Middle)

Building or Threshold

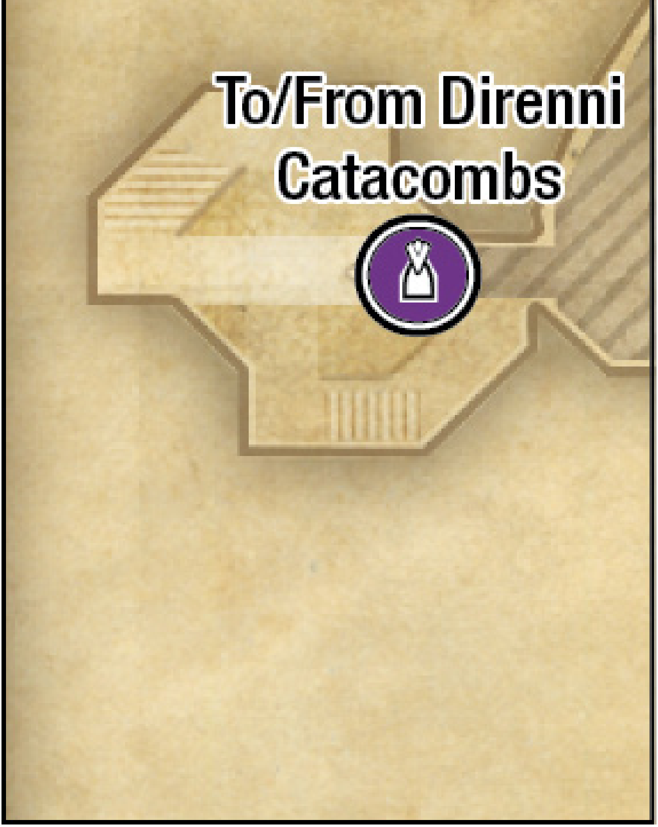
- **Information:** Artifact Gate/Temple; Interior; Mages Guild Lorebook; Merchant; Plant: Violet Coprinus; Primary Location; Treasure Chest
- **Entities of Note:** Bailiff Erator, Quartermaster Linguvale (Merchant), Quentin Rouillac (Wandering Merchant), Lauriel
- **Enemies:** Ghost, Nixad, Spider, Skeleton
- **Nearby Quests:** Lauriel's Lament
- **Boss:** Lady Adreana

Long, long ago, for reasons most have forgotten, Clan Direnni left Summerset and relocated to Balfiera Isle in the Iliac Bay. Ownership of the clan's abandoned real estate above the Diren valley has been locked in Elvish litigation ever since.

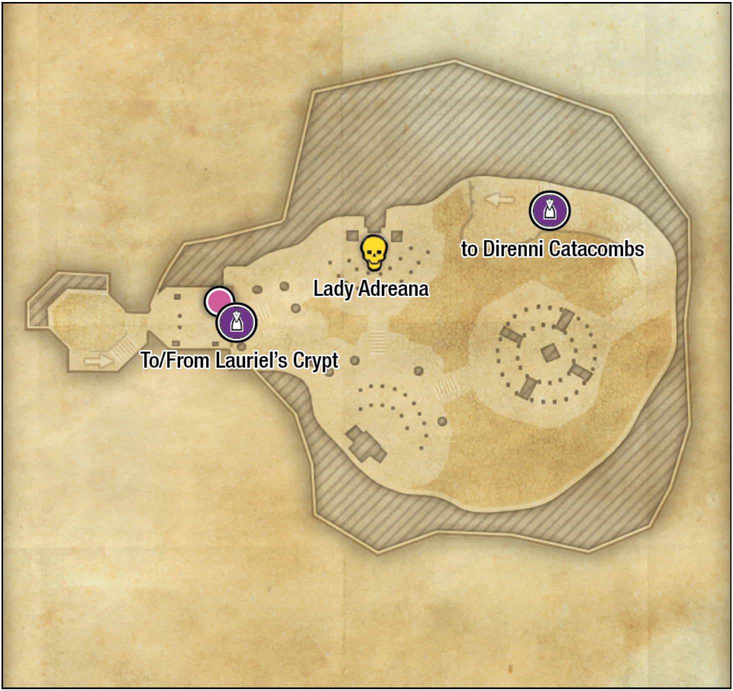
Dominating the northeastern coastline of Summerset Isle is this ancient acropolis ruin, built atop the massive rock stacks to the north of Shimmerene. A morose layer of gloom pervades even the exterior battlements and gardens. Speak with Bailiff Erator (at either the north or south perimeter) to begin the quest involving the interior exploration of this place. The exterior grounds have numerous scuttling spiders to dispatch, as well as the ancient, bony dead. Search the battlements for two doors, one into the Keeper's Manor and the other to reach the infamous catacombs.

The Keeper's Manor is a three-story dwelling devoid of entities but filled with broken furniture and webs. At the top is the skeleton of the keeper along with his letter and key, allowing access into the catacombs.

The catacombs feature three floors of terror as you navigate your way through ruined balconies, fighting ghosts and skeletal forces, into the Shattered Halls (the northern part of the catacombs) and the plant-covered southern ruins where the remains of another keeper can be found. With the crimson seal placed, you can enter the Forsaken Undercroft.



Secondary Location: Building or Threshold



Forsaken Undercroft (Interior: Upper)

☠	Enemy (Difficult)
◉	Building or Threshold
●	Books

Though crypt entrances can be seen above and below, there are only three accessible levels in this skeleton-filled undercroft. The majority of the undercroft is Lauriel's Crypt, a series of bridges in a vast acropolis cavern, where the spectral presence of Lady Adreana waylays you. When you reach the Keeper's Flame, your choice concludes the quest. Look for a rock bridge and tunnel to the east, behind the Keeper's Flame, for a quick exit.

SMUGGLER'S BOAT

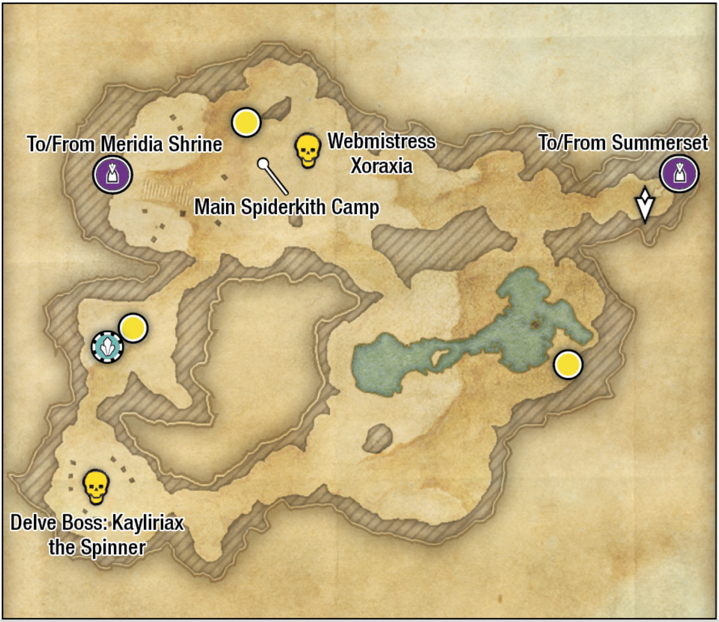
◇ 12

- **Information:** Secondary Location; Thieves Trove

Just north of the waterlogged ruins of the lower acropolis is a small beach cove with a moored boat, which sometimes contains a Thieves Trove.

13

DELVE: ETON NIR GROTTO



Eton Nir Grotto (Interior)

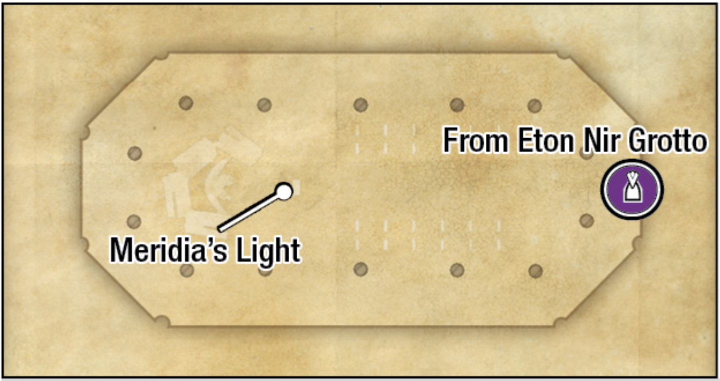
●	Treasure Chest
❂	Skyshard (Interior)
▽	Quest
☠	Enemy (Difficult)
◉	Building or Threshold

- **Information:** Delve, Interior; Plant: Stinkhorn, Primary Location
- **Entities of Note:** Seeks-the-Dark

- **Enemies:** Centipede, Fellrunner, Imp, Nereid, Necrotic Hoarvor, Salamander, Spiderkith, Spiderling
- **Boss:** Webmistress Xoraxia
- **Boss:** Kayliriax the Spinner
- **Nearby Quests:** Looting the Light, The Dreaming Cave

The gleaming city of Cloudrest crowns the Eton Nir massif, the greatest mountain on Summerset Isle. But dark rumors say the mountain's greatest treasures lie hidden in the caves beneath its stony foundations. Cut into the mountainside due east of the acropolis is a narrow cave entrance. There's little to indicate the series of caverns you can explore within.

Inside, whether you speak to Seeks-the-Dark to activate the quest or not, it appears the influence of the daedric lord Meridia is at work here. Face these Spiderkith and their centaurlike atrocity of a leader known as Kayliriax the Spinner. There are numerous other beasts to tackle, too.



Meridia Shrine (Interior)

Building or Threshold

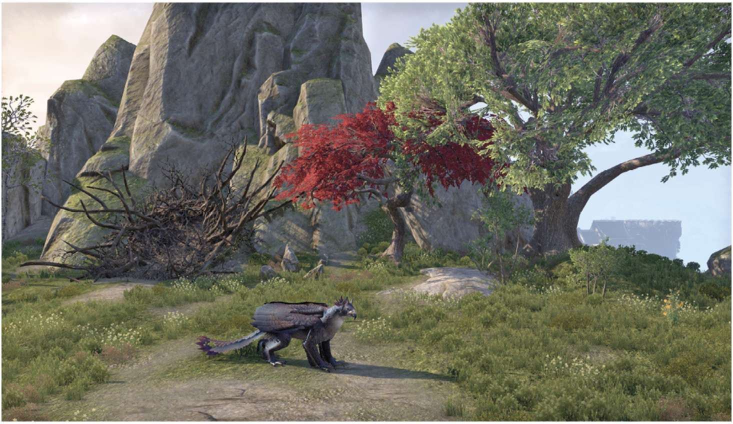
This area is only accessible during Quest: The Dreaming Cave. It is here you receive guidance from the daedric prince Meridia.

◇14

GRYPHON OVERLOOK

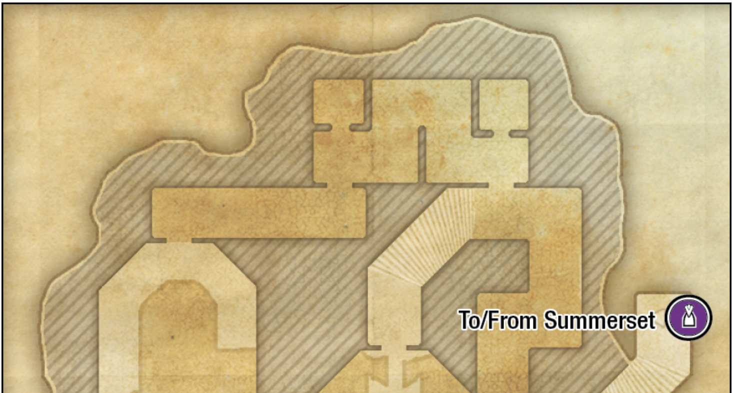
- **Information:** Ore: Iron Ore; Plant: Blue Entoloma; Secondary Location; Thieves Trove; Treasure Chest
- **Enemies:** Gryphon, Fellrunner, Imp, Nixad, Torchbug

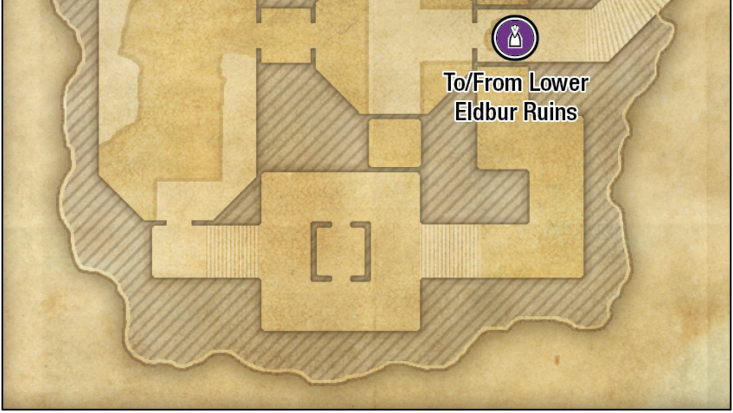
The relatively flat plateau of a hill due west of the acropolis is home to a smaller contingent of gryphons.

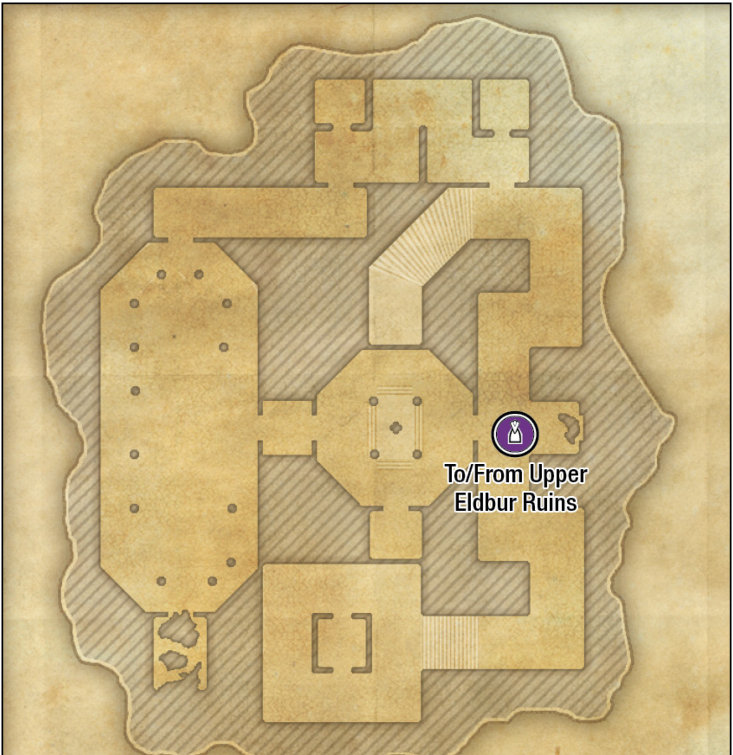


15

INTERESTING LOCALE: ELDBUR RUINS







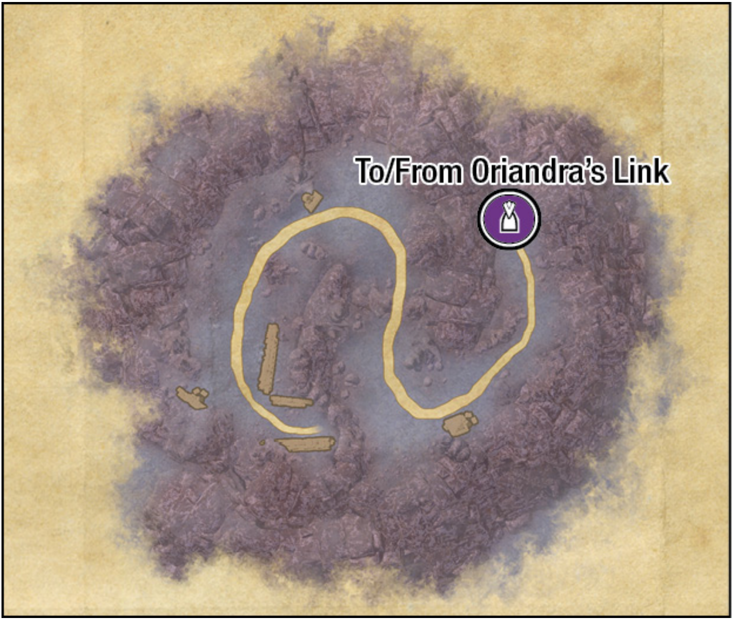
Eldbur Sanctuary (Lower)

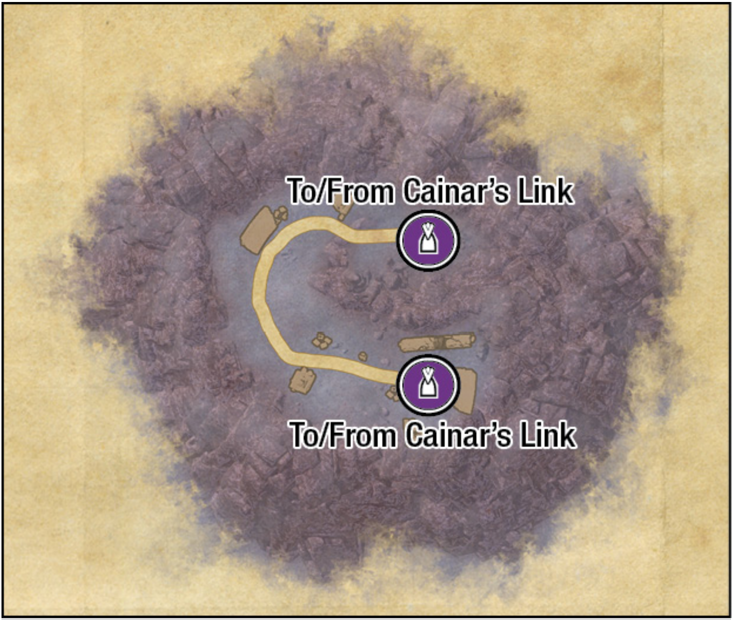
Building or Threshold

- **Information:** Cooking Fire; Heavy Sack; Interesting Locale; Interior; Primary Location
- **Entities:** Oriandra, Cainar, Grog
- **Enemies:** Mind-Trapped Fighter; Yaghra
- **Boss:** Oriandra's Anger
- **Nearby Quests:** Whispers from the Deep

These forsaken and echoing halls once housed the Eldbur Monastery for Mystic Inquiry, which thrived until the Hyperagonal Collapse of 1E 1306 converted 27 Psijic monks into thin films of glistening liminal particles. Aside from a campfire and some scattered camping items, the entrance to this stone edifice is quiet.

The inside of this relatively small stone labyrinth is littered with fallen masonry and the agonized shambling of mind-trapped fighters and brain-addling Yaghra Spewers. If the quest is active, Oriandra creates a link to the following locations:





Eldbur Sanctuary (Cainar's Mind Trap 1)

●	Building or Threshold

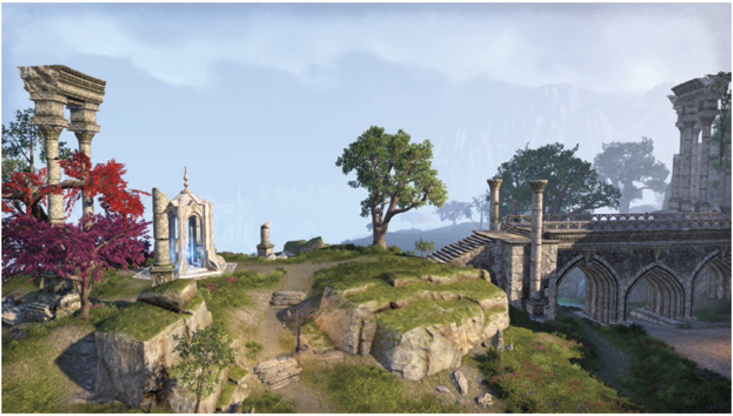
With the Quest: Whispers from the Deep active, and a psychic link from Oriandra, you can journey to the more mind-warped parts of these ruins and interact with Cainar within the construct of the ruins. The Yaghra are active here.

16

WAYSHRINE: ELDBUR RUINS

- **Information:** Ore: Iron Ore; Primary Location; Wayshrine
- **Enemies:** Fellrunner, Imp, Gryphon, Torchbug, Welwa

Use this when you need to fast-travel or seek resurrection. This offers easy access to the ruins of the same name, as well as the nearby Direnni Acropolis to the northeast and the Eton Nir Grotto Delve to the northwest. Expect the plaintive bleating of Fellrunners and a nearby gryphon to provide a slight distraction.



17

MAKESHIFT CAMP

- **Information:** Secondary Location, Thieves Trove

In the remains of this small camp is a slumped skeleton of an unwary thief. Gather a light smattering of items here, mainly taken from rich folk.

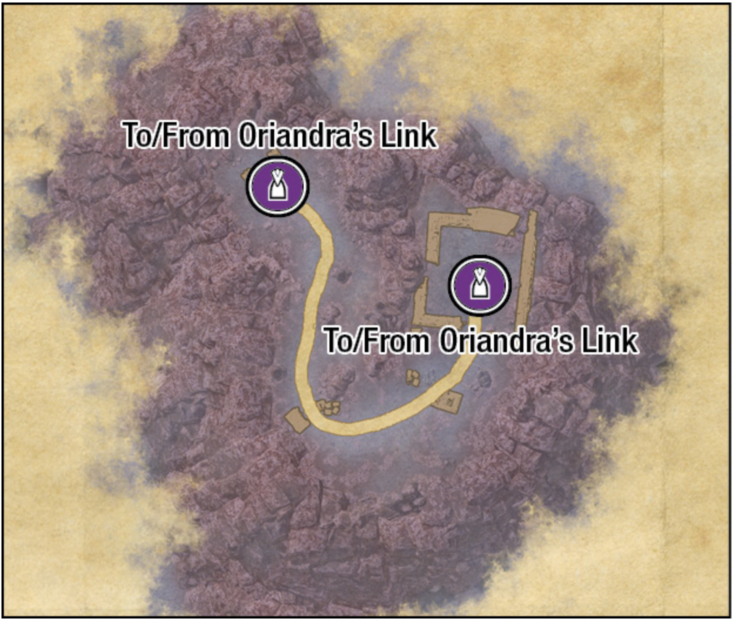
18

FARM: RUSSAFELD

- **Information:** Farm; Heavy Sack; Interior; Primary Location; Thieves Guild Dead Drop Chest; Thieves Trove
- **Entities of Note:** Alamar, Linwenvar, Quentin Rouillac (Merchant), Tarnamir; Warning: Restricted Area (Trespass)
- **Enemies:** Butterfly, Dominion Guard, Justiciar, Springbok
- **Nearby Quests:** Lost Libations, Old Wounds

Though the nearest wayshrine is near Rellenthil (to the southwest, at Russafeld Heights in Region 2), the large winery of Russafeld is nestled in the farmland to the northeast, offering a variety of toiling employment to its workers. Visit any of the aforementioned folks to begin either of the quests here. Across on the northwest and southwest corners of this farm are the secondary locations Tarnamir's Manor and Halmorion's Villa. However, the main cluster of farm structures is farther east, at the road junction and circular fountain. The strange and foreboding Red Temple is also close by, hewn into the mountains to the northwest. Note that there are two bosses to battle within the Red Temple Catacombs (one available at any time, the other part of the quest). We discuss these in the appropriate secondary location.

At the cluster of main farm structures, you'll find the barn where the grapes are crushed and fermented and fruit is stored, a large windmill you can use as a landmark, and the winery offices (Locked: Advanced), which you can trespass in if you're looking for some minor items in the buffet dining area and ornate office.



◇ 19

TARNAMIR'S MANOR

- **Information:** Secondary Location; Thieves Guild Dead Drop Chest
- **Nearby Quests:** Old Wounds

Part of the Russafeld estate, this imposing manor sits atop the hill, at the foot of the mountains. It features views as impressive as the armor on the bailiffs that stand guard here. Inside, the manor is elegant and features a few boxes to steal from. Check the rocky high ground behind the structure for the dead drop.

◇ 20

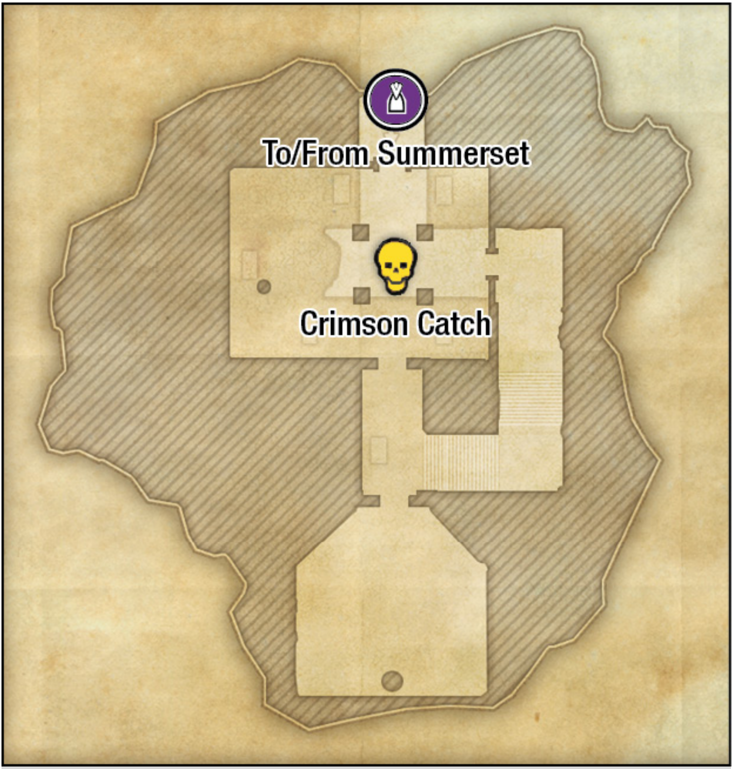
HALMORION'S VILLA

- **Information:** Secondary Location
- **Entities of Note:** Linwenvar
- **Enemies:** Butterfly, Bright Moons Lunar Moth
- **Nearby Quests:** Old Wounds

The southwestern edge of the Russafeld vineyard has a villa belonging to a High Elf named Halmorion. It's close to the crossroads and Rellenthil wayshrine. Peek inside for a quick tour of the premises; there isn't much to steal here.

◇21

RED TEMPLE CATACOMBS

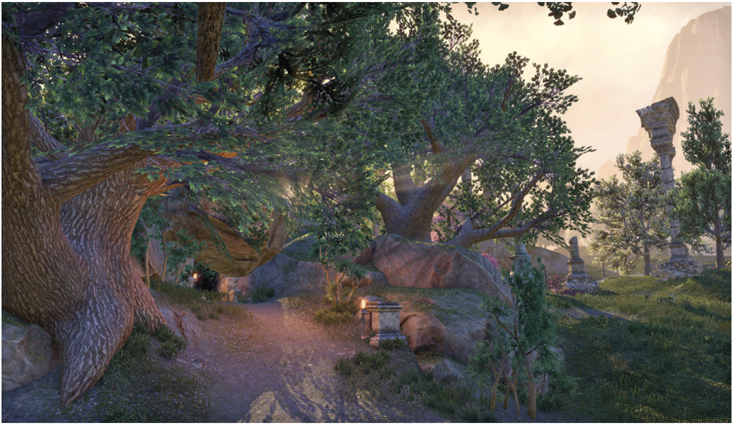


Red Temple Catacombs (Interior)

☠	Enemy (Difficult)
⌂	Building or Threshold

- **Information:** Interior; Secondary Location
- **Entities of Note:** Alamar
- **Enemies:** Centipede, Bright Moons Lunar Moth, Indrik, Spider
- **Boss:** Crimson Catch (Crab)
- **Nearby Quests:** Old Wounds

Russafeld means “scarlet shrine” in some dialects of Aldmeris, which may explain where the Red Temple gets its curious name. But the most commonly held opinion states that it’s a shortening or corruption of “Dread Temple.” Close to a road junction where Alamar sits (granting you an unrelated quest) is an easily overlooked cave. Enter it to venture into a second (and separate) part of the Red Temple Catacombs. The main chambers of the temple (and the culmination of Quest: Old Wounds) are located in Region 2, in the northwestern edge of Russafeld.



Venture into this small series of chambers and you’ll discover an arachnid presence. The lowest chamber has the most fearsome entity of the catacombs to face.

◇ 22

RETHELMIR’S HOUSE

- **Information:** Secondary Location
- **Enemies:** Bright Moons Lunar Moth, Torchbug

Northeast of the group boss, on the corner of the main thoroughfare, is an impressive stone dwelling. Head inside for the usual housewares to grab, as well as an interesting book in the upper bedroom, *The Ghost of the Green*.

◇ 23

THE MOSSY ARCHER

- **Information:** Fishing Spot; Plant: Water Hyacinth; Secondary Location; Skyshard
- **Enemies:** Butterfly, Imp, Nixad, Springbok; Welwa

Just southeast of the Russafeld Heights Wayshrine are the remains of a small ruin and a crystal-clear pond where quality fishing is available. There's an old statue of an archer here, partially covered in moss, with his arrow pointing to a Skyshard on the rocks across the pond, by a rushing waterfall.

☠ 24

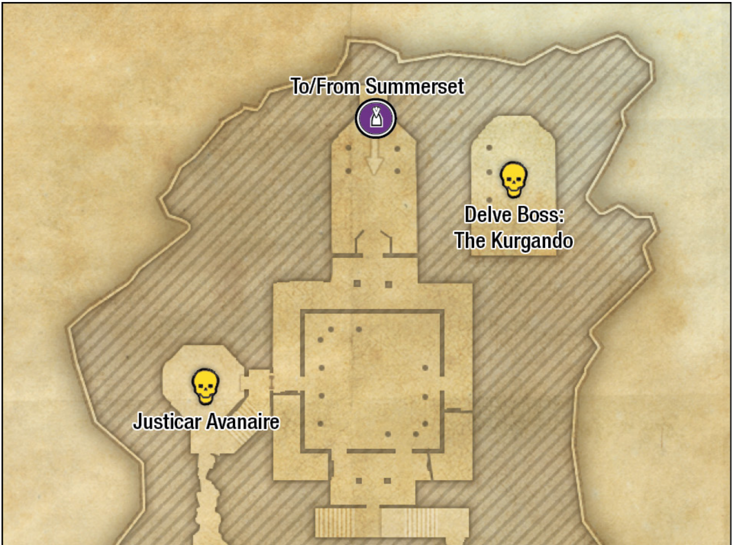
INDRIK FROLIC

- **Information:** Group Boss; Primary Location
- **Boss:** Caanerin (Indrik)

What would normally be considered a serene glade is a place of savage battle, as you face off against the king of all Indriks!

25

DELVE: TOR-HAME-KHARD



Tor-Hame-Khard (Lower)

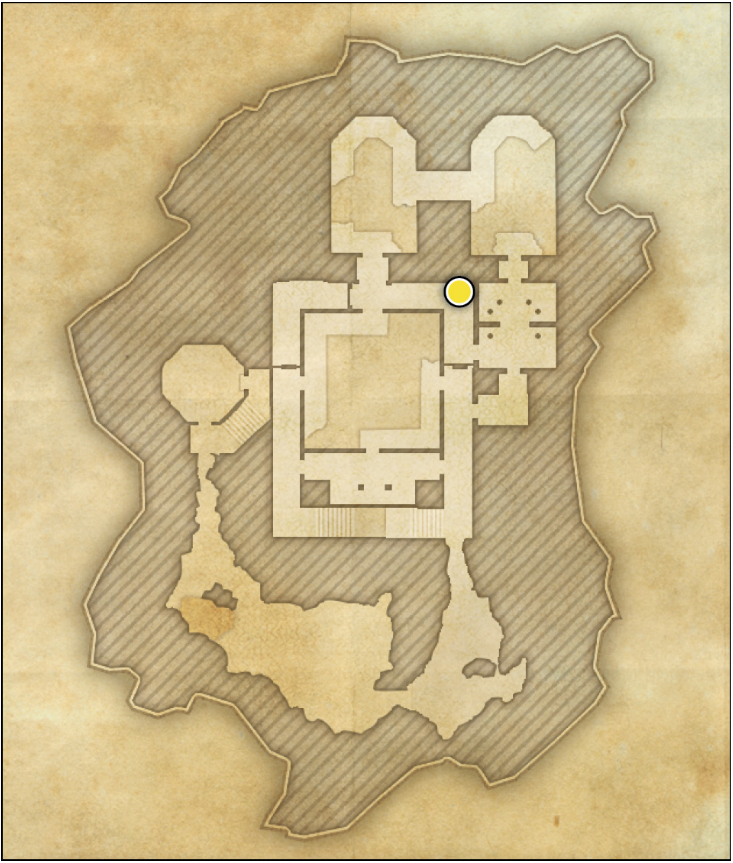
🟡	Treasure Chest
💀	Enemy (Difficult)
🟣	Building or Threshold

- **Information:** Delve; Interior; Ore: Iron Ore; Primary Location; Skyshard
- **Entities of Note:** Captain Telomure
- **Enemies:** Bright Moons Lunar Moth, Nixad, Sagacian, Yaghra
- **Boss:** Justiciar Avanaire
- **Boss:** The Kurgando
- **Nearby Quests:** Pearls Before Traitors

In Aldmeric, the name means “warlord’s mountain lair,” as these vast halls were originally built in the early First Era for the legendary Prime Battlereeve Fiirfarya. One morning the estate’s populace was found slaughtered, and thereafter the site was abandoned.

Now this decaying set of stone ruins has little but the slumped form of Captain Telomure to visit; he requests you help him.

Inside, a mixture of interior ruins and more natural tunnel bisections (where Yaghra roam) are to be explored and the Sagacians inside defeated, before you face the dreaded Justiciar Avanaire. If you wish to test your mettle against a boss Yaghra, find the Kurgando in the lower floor of the northeast library area.



The Elder Scrolls
ONLINE
SUMMERSET

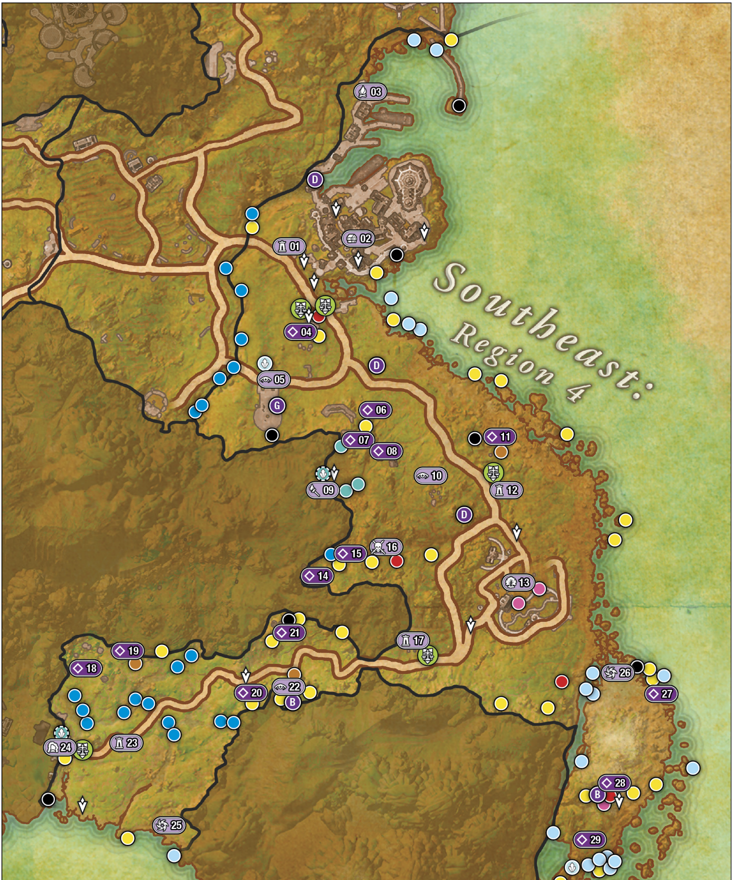
The Atlas of Summerset Isle

Summerset Isle: Region 4 (Southeast)

⬬	Primary Location
◇	Secondary Location
●	Fishing: Freshwater
●	Fishing: River
●	Fishing: Saltwater
●	Heavy Sack
●	Mages Guild Lorebook
●	Thieves Guild Dead Drop Chest
●	Thieves Trove
●	Treasure Chest
●	Books
◆	Skyshard (Exterior)

✦	Skyshard (Interior)
⚖	Merchants
◇	Quest

SHIMMERENE, SIL-VAR-WOAD, EASTERN PASS, SUNHOLD



From the shimmering City of Lights to the remote and dangerous southeastern coastal promontory, this part of Summerset Isles features a number of ruins, ancient temples (including the Keep of the Eleven Forces with a portal to Artaeum), a delve cut into the western mountainside, and a main road that runs from Shimmerene to Sunhold, through the Eastern Pass, and into a forested area. This area is well traveled, including by the merchant Falordilmo, as the Eastern Pass is the key to reaching the southern city of Sunhold, now under siege by evil forces.

Locations

○ Primary ● Secondary

#	NAME
#	NAME
01	**Shimmerene Wayshrine**
02	**Shimmerene**
03	**Shimmerene Dockworks**
04	**Prisoner’s Hold**
05	**Keep of the Eleven Forces**
06	**Gryphon Ruins**

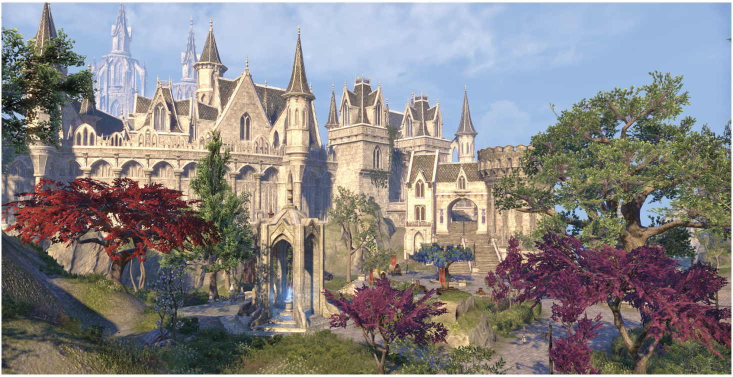
◇ 07	Night Runner Camp
◇ 08	Brodram’s House
09	Archon’s Grove
10	Garden of the Sacred Numbers
◇ 11	Coral Forest Camp
12	Sil-Var-Woad Wayshrine
13	Sil-Var-Woad
◇ 14	Gryphon Nest
◇ 15	Riverside Shrine
16	Graveld’s Hideaway
17	Eastern Pass

18	Gryphon Lair
19	Old Camp
20	Vinafwe’s House
21	Gryphon Den
22	Alaxon’ald
23	Sunhold Wayshrine
24	Sunhold
25	Sunhold Abyssal Geyser
26	Sil-Var-Woad Abyssal Geyser
27	Skeletal Smugglers

◇ 28	**Coastal Shrine**
◇ 29	**Garden of Ingarlas**
30	**Dusk Keep**
31	**Colossal Aldmeri Grotto (Location)**

01

WAYSHRINE: SHIMMERENE

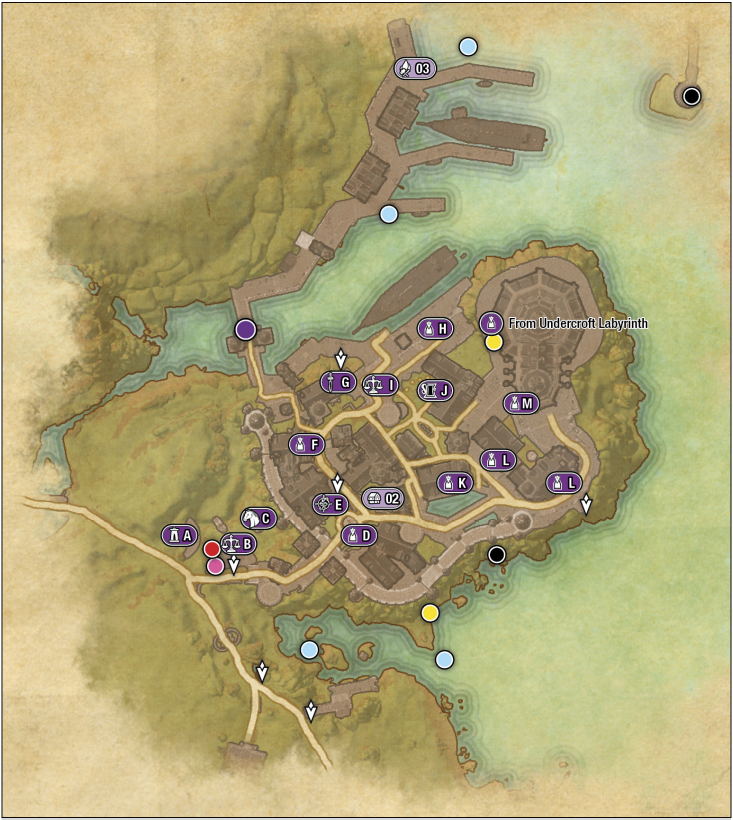


- **Information:** Primary Location; Wayshrine
- **Entities of Note:** Falordilmo (Merchant)
- **Enemies:** Butterfly, Indrik
- **Nearby Quests:** A Tale of Two Mothers; Housing Brochure; The Queen's Decree

For those seeking the guild traders and a thorough exploration of Shimmerene, fast-travel here. Note the wandering trader Falordilmo, who walks the path to Sunhold from just southeast of here.

02

TOWN: SHIMMERENE



Shimmerene (Exterior, and Shimmerene Dockworks)

🔵	Fishing: Saltwater
🔴	Heavy Sack
🟣	Mages Guild Lorebook
🟡	Treasure Chest
●	Books
▽	Quest

- **Information:** Fishing Hole; Mages Guild Lorebook; Primary Location; Town; Thieves Guild Dead Drop Chest (2); Treasure Chest
- **Enemies:** Bright Moons Lunar Moth, Indrik, Springbok, Torchbug
- **Nearby Quests:** A Tale of Two Mothers; Housing Brochure; The Queen’s Decree

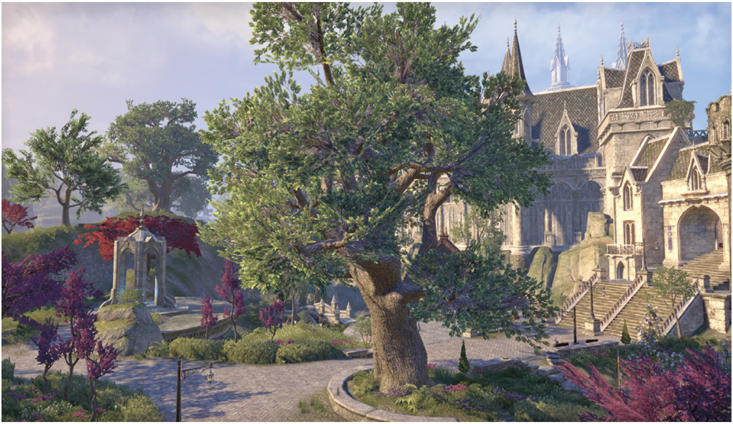
Known as the City of Lights, this bustling port town along the eastern coast of Summerset Isle is home to a variety of High Elves, from the well-to-do and haughty that live close to the Monastery of Serene Harmony (the cathedral-like structure that dominates the northeastern edge of town), to the beggars in the alleys closer to the docks to the northwest. It is said a vast underground waterworks exists under this rocky promontory.

A

WAYSHRINE: SHIMMERENE

- **Information:** Primary Location; Wayshrine
- **Entities of Note:** Falordilmo (Merchant)
- **Enemies:** Butterfly, Indrik
- **Nearby Quests:** A Tale of Two Mothers; Housing Brochure; The Queen's Decree

Located on the western outskirts, outside the city walls, this wayshrine allows quick access to the guild traders and a thorough exploration of Shimmerene. Note the wandering trader Falordilmo, who walks the path to Sunhold from just southeast of here.



B

GUILD TRADERS: PLAZA OF THE EIGHT

- **Information:** Heavy Sack; Guild Traders; Secondary Location
- **Entities of Note:** Quelilmor, Sargalash, Varandia (Guild Traders)
- **Nearby Quests:** Housing Brochure

This stone plaza is filled with guild wagons and a variety of merchandise you can buy or trade. Note the book on the low stone wall too.

C

SHIMMERENE STABLE

- **Information:** Secondary Location; Stablemaster
- **Entities of Note:** Tholdinlor (Stablemaster)

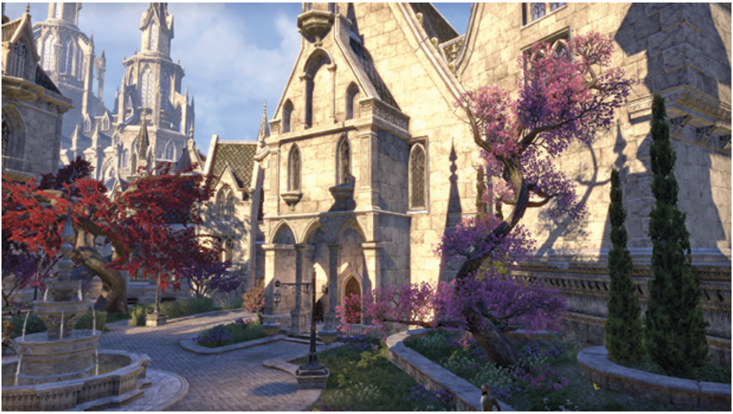
Should you wish to stable your steed or purchase a horse of your own, this is the place to go.

D

EALAREN'S HOUSE

- **Information:** Cooking Fire; Interior; Secondary Location; Warning: Restricted Area (Trespass)

After entering through the main archway gate, this is the first abode you're able to access, should you wish to pick the lock (Simple). Inside this three-story dwelling is a variety of safeboxes and trinket trunks to steal from.

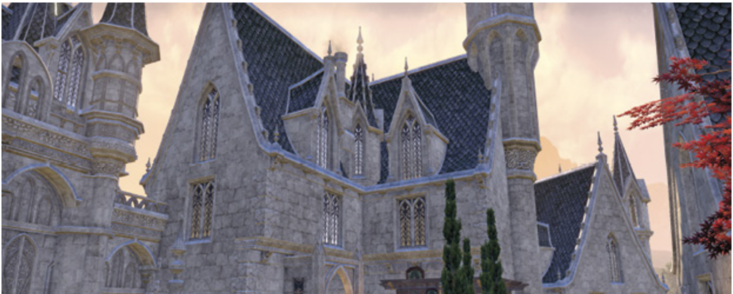


MAGES GUILD

E

- **Information:** Cooking Fire; Interior; Merchant; Secondary Location
- **Entities of Note:** Dessathiel (Magus), Curinure (Magister), Ohlinonde (Mystic)

Enter the guild building and meet Dessathiel (Magus) or Ohlinonde (Mystic) if you wish to trade with this guild. Should you join, a High Elf named Curinure (Magister) will be happy to assist you. Check upstairs for an impressive library.



F

TANULDEL’S HOUSE

- **Information:** Cooking Fire; Interior; Secondary Location; Warning: Restricted Area (Trespass)
- **Entities of Note:** Tanuldel

Farther northwest along the street from the Mages Guild is the locked (Intermediate) abode belonging to the rug-maker Tanuldel. He is usually upstairs at his loom, though he’s not pleased to be bothered by trespassers.

G

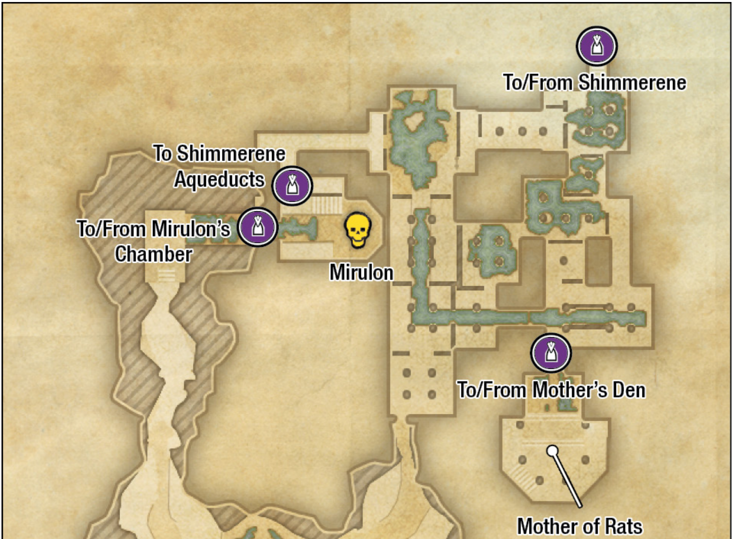
FIGHTERS GUILD

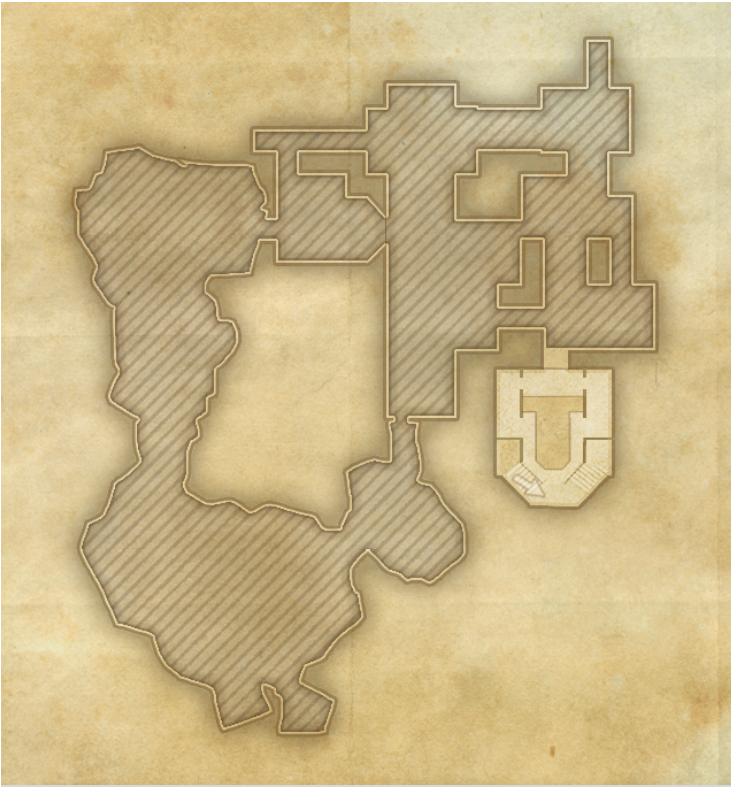
- **Information:** Cooking Fire; Interior; Merchant; Secondary Location
- **Entities of Note:** Aicessar, Vahazi (Armsman)

The Fighters Guild is close to the docks. Here you’ll find Aicessar, who allows you to join this guild, and Vahazi, who can sell you wares.

H

SHIMMERENE UNDERGROUND (WATERWORKS)





Shimmerene Underground (Upper Interior)

☠	Enemy (Difficult)
◉	Building or Threshold

- **Information:** Interior; Secondary Location
- **Entities of Note:** Mother of Rats
- **Enemies:** Black Wake, Coral Crab, Rat, Salamander
- **Boss:** Mirulon
- **Nearby Quests:** A Tale of Two Mothers

Built piecemeal over two millennia, this subterranean labyrinth of freshwater aqueducts, reservoirs, cisterns, waste pools, and drainage culverts has secret nooks and crannies unknown even to Shimmerene's sanitation engineers.

The interior entrance is located on the northern side of the town, below the monastery hill, and is only accessible during the aforementioned quest.

This vast and waterlogged labyrinth is home to the Mother of Rats, leader of a band of ne'er-do-wells you encounter during the quest. The place is swarming with Black Wake smugglers and their leader, Mirulon. The frequency of Black Wake enemies increases as you travel into a large cavern complex where stolen goods are ferried in and out of Shimmerene.

PACK MERCHANT: ANCELHROS

- **Information:** Merchant; Secondary Location
- **Entities of Note:** Ancelhros (Pack Merchant)

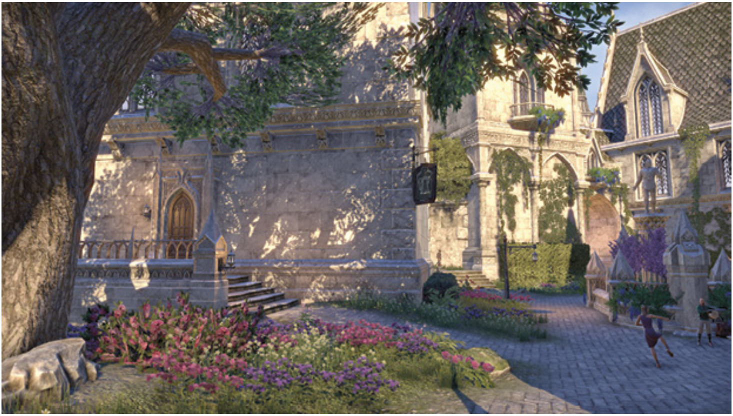
Are you in need of a backpack upgrade? Ancelhros certainly seems to think so! Head to this stall if you wish to purchase one.

J

INN: ANCHORS AWEIGH INN

- **Information:** Interior; Merchant (Brewer, Innkeeper); Secondary Location
- **Entities of Note:** Cuileril (Innkeeper), Edgar Jend, Riharai (Brewer)
- **Nearby Quests:** A Tale of Two Mothers

Cuileril runs this watering hole along with his brewing partner Riharai. Discover quest-related shenanigans here, or relax and order a brew or two. There's an upstairs to explore as well.



K

VINWYSEA'S HOUSE

- **Information:** Cooking Fire; Interior; Secondary Location; Warning: Restricted Area (Trespass)
- **Entities of Note:** Vinwysea

Perfect your purloining by breaking into this waterside dwelling (Advanced) and ransacking the place if you wish. There's a safebox (Intermediate) that's ripe for pillaging! Don't forget the third story with a second safebox (Advanced) to unlock.

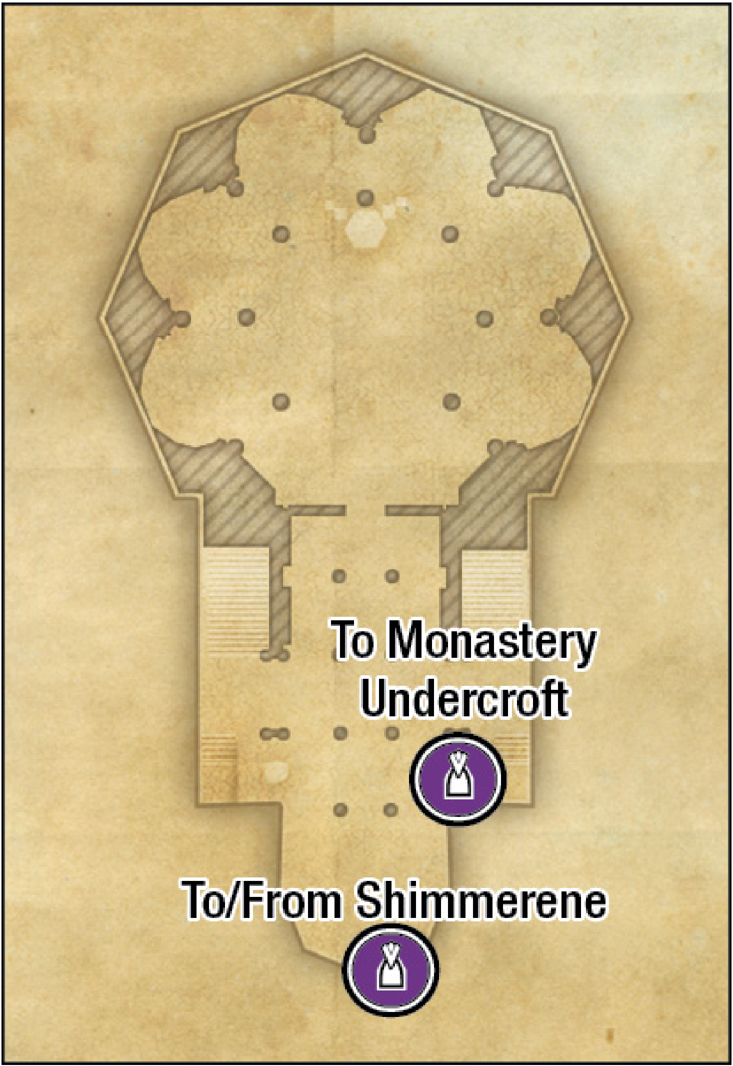
KINLADY AVINISSE'S MANSION

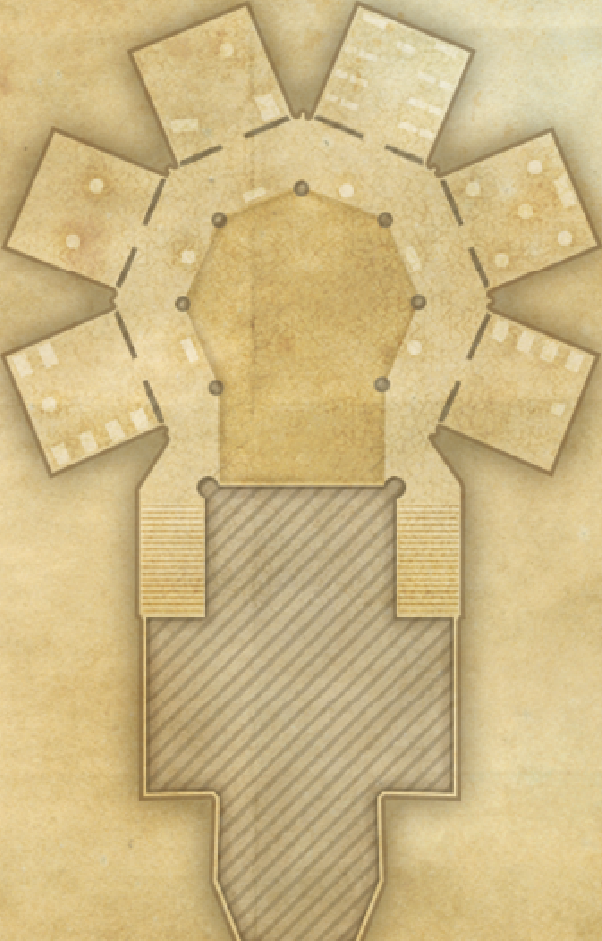
- **Information:** Cooking Fire; Interior; Secondary Location
- **Entities of Note:** Talerion
- **Nearby Quests:** A Tale of Two Mothers

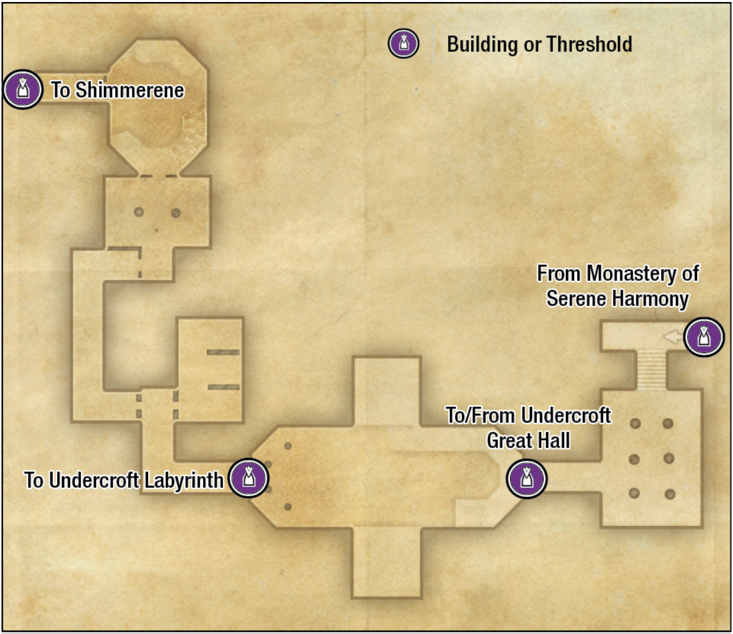
An opulent manor house on three levels, with some bedroom chests to check out on the top floor. Access this during the quest, where you speak to Talerion in the small cellar jail. Investigate the broken passage in the corner of the jail cell, allowing access to Shimmerene Waterworks once you complete the necessary quest objective.

M

MONASTERY OF SERENE HARMONY





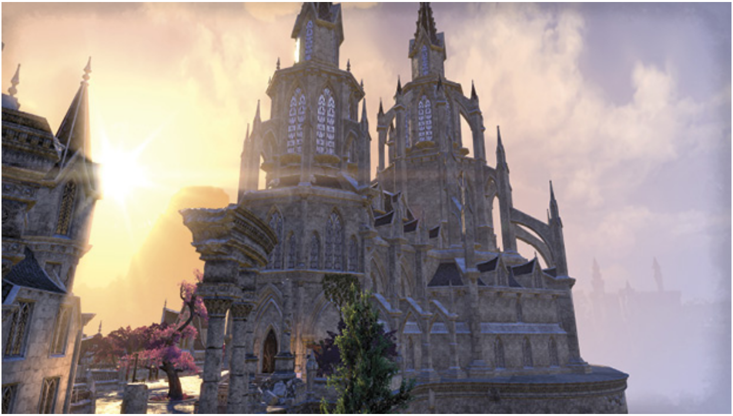

Building or Threshold
To Shimmerene
From Monastery of Serene Harmony
To/From Undercroft Great Hall
To Undercroft Labyrinth

Monastery of Serene Harmony (Lower Interior)

	Building or Threshold

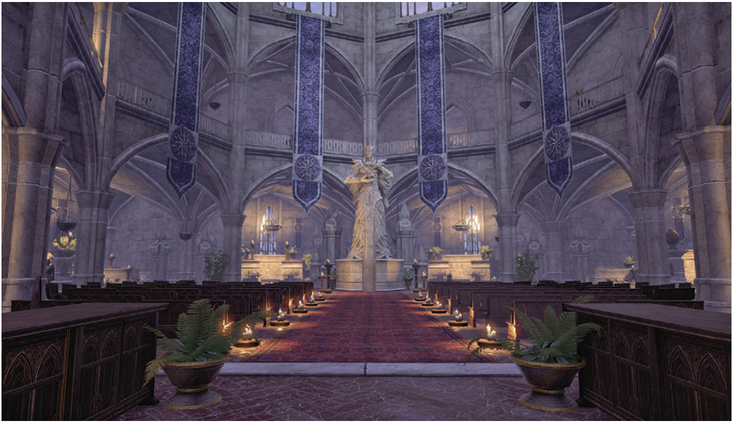
- **Information:** Secondary Location; Warning: Restricted Area (Trespass)
- **Entities of Note:** Aldrach Protector, Minone Aloette, Monastic Nuleros, Valsirenn
- **Enemies:** Earl of Clavicus Vile, Skaafin, Skavenger, Yaghra

The monks of the Serene Harmony Monastery stand as the most renowned “Aednavorith” scholars in all of Summerset. The study of genealogy and ancestry remains a subject of endless interest to all High Elves.



At the summit of the main pathway through the city is the vast and impressive Monastery of Serene Harmony. Expect to be admonished for trespassing. Ensure Quest: The Queen's Decree is active before you attempt to enter.

Enter the vast and impressive cathedral chamber, where you first search for clues and meet Valsirenn (in the upper study chamber, where you find the Abyssal Pearl).



You accompany Valsirenn through this undercroft, ensuring her safety while battling Skaafin and Yaghra incursions. You exit into a small hedge maze on the western exterior, under the monastery.

03

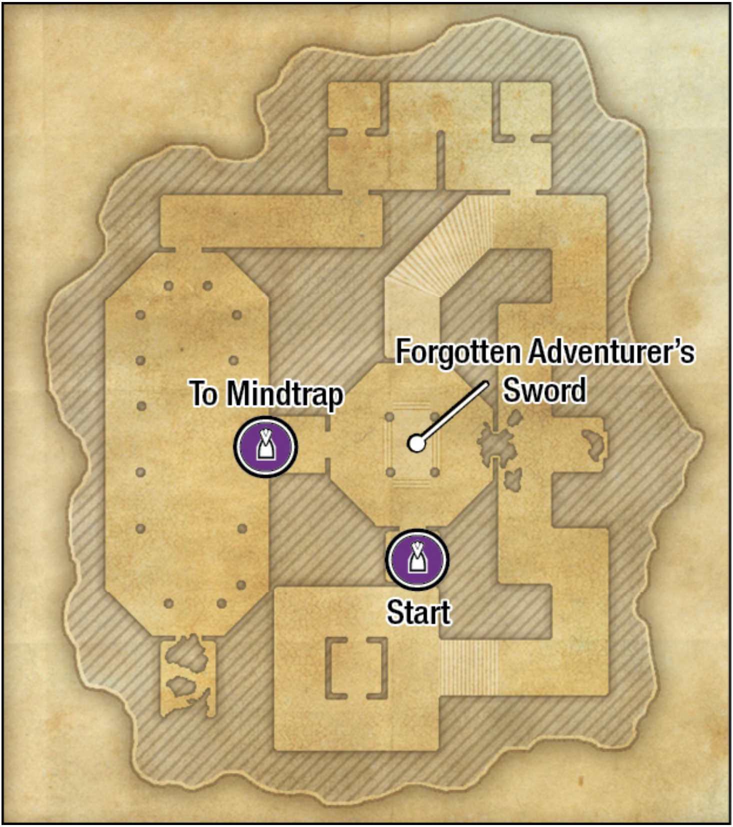
CRAFTING: SHIMMERENE DOCKWORKS

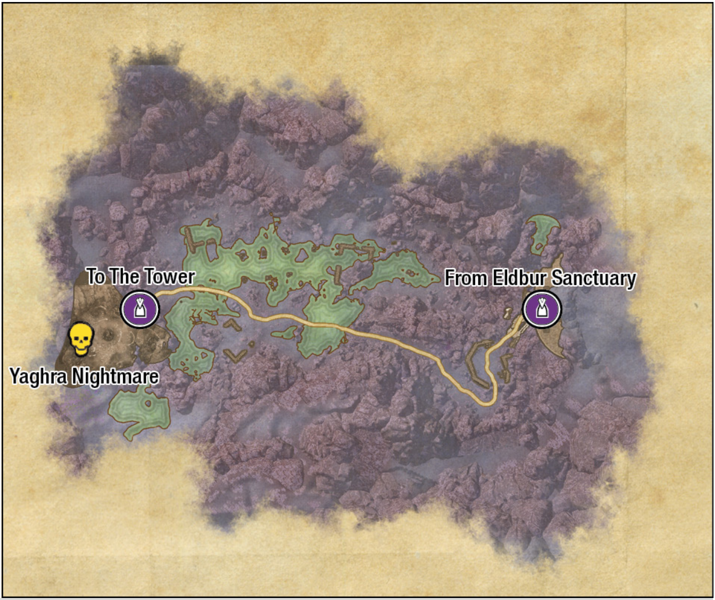
- **Information:** Cooking Fire; Crafting; Primary Location; Stations: Blacksmithing, Clothing, Jewelry, Woodworking; Fishing Hole; Primary Location
- **Entities of Note:** Rhanul

Technically part of Shimmerene, the docks on the northwestern shore serves as an unloading point for ships from across Tamriel. Aside from the fishing spots, there's a number of crafting stations to use here.

◇ 04

PRISONER'S HOLD





Eldbur Sanctuary (Interior: Mindtrap Access Chamber)

☠	Enemy (Difficult)
◉	Building or Threshold

- **Information:** Heavy Sack; Interior; Plant: Corn Flower, Imp Stool; Secondary Location; Treasure Chest
- **Entities of Note:** Oriandra, Hirenariel (Merchant)
- **Enemies:** Imp, Warrior, Desiccated, Yaghra
- **Boss:** Yaghra Nightmare
- **Nearby Quests:** The Mind Trap (completed), The Queen's Decree

Under the guidance of Oriandra, you first emerge (at the culmination of The Mind Trap quest) out of these temple ruins, when you first set foot on Summerset Isle.

You navigate the interior, and deal with the Yaghra and spider foes, as part of the tutorial quest The Mind Trap. Follow Oriandra's instructions, examine your first Abyssal Pearl, and slay the Yaghra Nightmare before you can explore Summerset Isle.

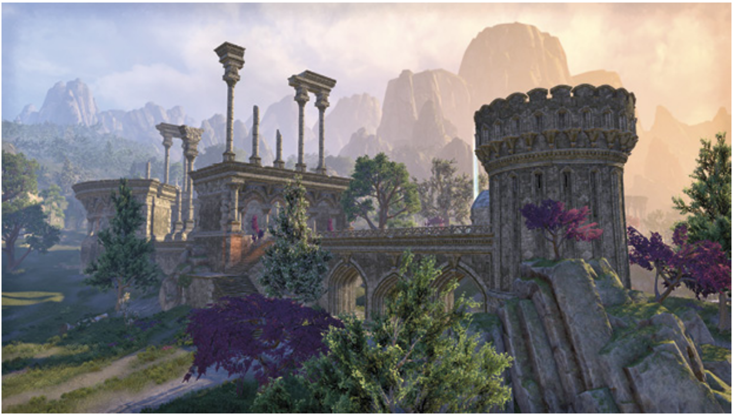
05

INTERESTING LOCALE: KEEP OF THE ELEVEN FORCES

- **Information:** Interesting Locale; Mages Guild Lorebook; Ore: Iron Ore; Primary Location; Skyshard; Thieves Guild Dead Drop Chest

- **Enemies:** Imp, Springbok, Torchbug, Welwa

This monument to the old ways is more than a crumbling ruin; providing you have the main quest active, it also provides a portal to the island of Artaeum. Consult the Quest chapter for more information. Otherwise, scour the area for imps to battle and a mage tome to collect.

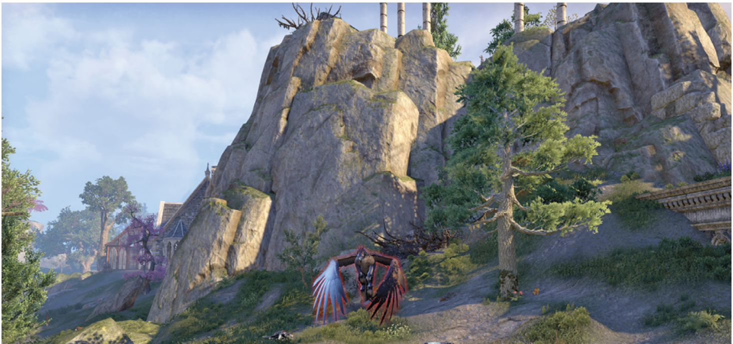


◇ 06

GRYPHON RUINS

- **Information:** Secondary Location
- **Enemies:** Bright Moons Lunar Moth, Gryphon Imp

Gryphons have made their home among the stone ruins, on the northeastern side of the Night Runner Camp.



◇ 07

NIGHT RUNNER CAMP

- **Information:** Fishing Hole; Heavy Sack; Secondary Location; Treasure Chest
- **Enemies:** Night Runner

This strategically positioned camp is close to a water and food source. It also provides protection from foes, as it is contained within some old elven ruins (the ancient perimeter to Archon's Grove to the southwest). Approach via the lake to the south or a narrow gap in the craggy mountain side to the north.

◇ 08

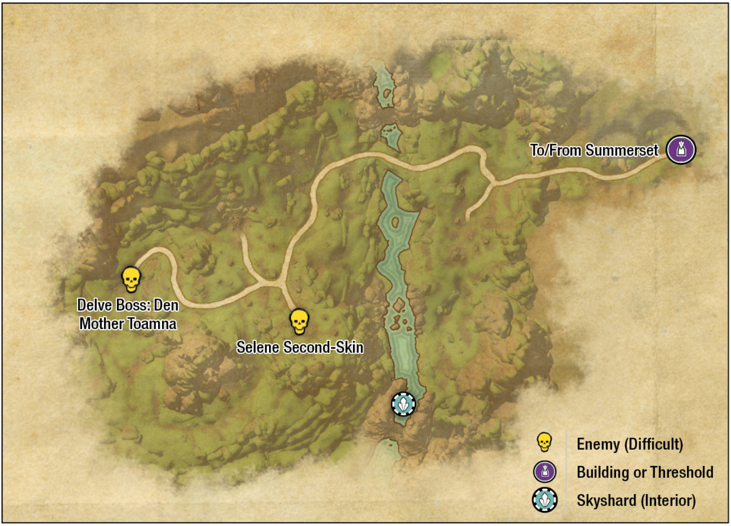
BRODRAM'S HOUSE

- **Information:** Interior, Secondary Location; Warning: Restricted Area (Trespass)
- **Entities of Note:** Brodram
- **Enemies:** Alavlin Beetle

A keen gardener and bug collector, Brodram works in his greenhouse, close to the abode you can unlock and venture into. Inside is a safebox to steal from if you're so inclined.

09

DELVE: ARCHON’S GROVE



Archon’s Grove (Interior)

- **Information:** Fishing Hole, Delve, Interior, Primary Location

- **Entities of Note:** Esterdel
- **Enemies:** Butterfly, Centipede, Bright Moons Lunar Moth, Gryphon, Indrik, Thornfang, Werewolf, Wolf
- **Boss:** Selene Second-Skin
- **Boss:** Den Mother Toamma
- **Nearby Quests:** The Runaway's Tale

“Archon's Grove? Indeed, that's the site where the legendary poet Nenamil, Archon of Song, discovered and named the Rose-of-Archon, the flower precious to the Goddess Mara. It's said to be southwest of Shimmerene somewhere.” — Innkeeper Vintenwen

Indeed, the innkeeper is mostly correct, though the entrance to the grove is almost due south of Shimmerene, across a lake. Before you enter, meet Esterdel at the entrance, as he has a relevant quest to offer.

The interior of the delve is actually a mountaintop overlooking this region. However, it is inhabited by filthy werewolves and their ilk. Clear them out as you venture along the craggy pathways, before exiting the way you came in. In addition, expect two possible boss battles, either via exploration or as part of the quest.

INTERESTING LOCALE: GARDEN OF THE SACRED NUMBERS

👁 10

- **Information:** Interesting Locale, Primary Location
- **Enemies:** Gryphon, Indrik, Night Runner

Often mentioned in scholarly tomes, this garden is now completely overgrown and is simply a landmark to watch for while exploring the hills northwest of Sil-Var-Woad.

◇ 11

CORAL FOREST CAMP

- **Information:** Mages Guild Lorebook, Secondary Location, Thieves Guild Dead Drop Chest, Thieves Trove
- **Enemies:** Reef Viper, Salamander

North of the wayshrine, among the large beach rock formations is a tent and the remains of a camp. Scour the area for a mage’s book and some possible chests left by thieves.

12

WAYSHRINE: SIL-VAR-WOAD

- **Information:** Merchant, Primary Location, Wayshrine
- **Entities of Note:** Virunmariel (Merchant), Talomar
- **Nearby Quests:** Untamed and Unleashed

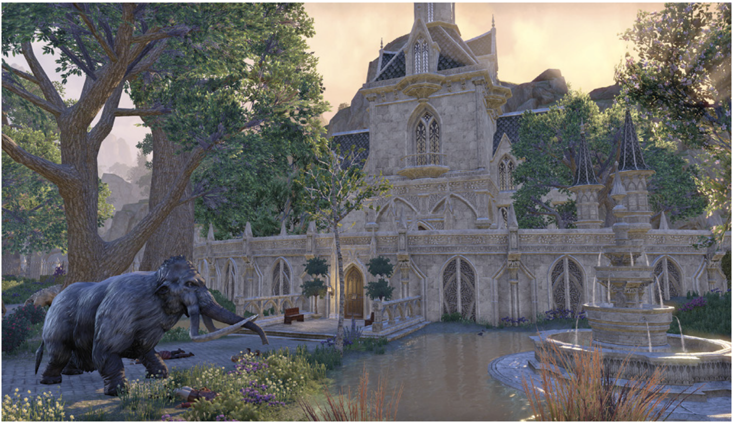
Fast-travel to this wayshrine if you're headed to the nearby animal sanctuary of the same name or to the group boss to the west. Check the adjacent merchant for goods. Note that the wandering merchant Falordilmo uses this road too; you can't miss him, as his horse is on fire.

13

SACRED GROVE: SIL-VAR-WOAD

- **Information:** Interior, Sacred Grove, Primary Location
- **Entities of Note:** Elise Mallon, Lotus (Indrik Specimen), Talomar
- **Enemies:** Duneripper, Echatere, Bright Moons Lunar Moth, Indrik, Lion, Lioness, Mammoth, Scorpion, Skavenger
- **Boss:** Conservator Vinelore, Specimen II
- **Nearby Quests:** Untamed and Unleashed

The animals in this Royal Menagerie appear to have gone berserk, and the surviving keepers hope you can solve the mystery of why. The sheer number and ferocity of the animals around these pens means adequate preparation must be made. The exterior of the zoo just north of the museum is known as the paddocks, where you'll find roaming beasts and frightened keepers.



A

SIL-VAR-WOAD CONSERVATORY AND MUSEUM

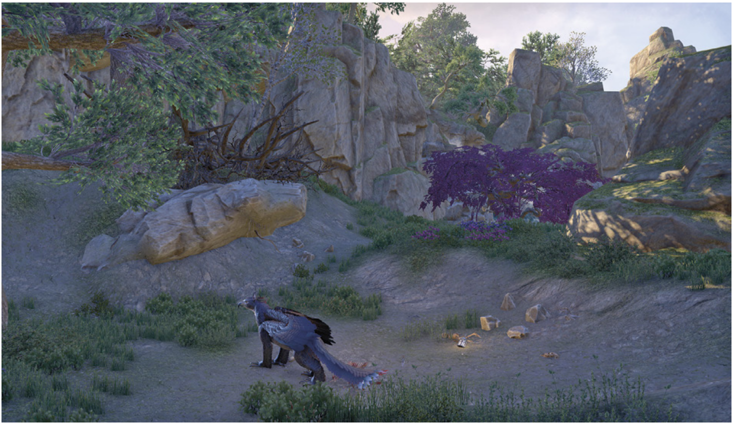
Expect ornate stone walls, cages, a laboratory on the middle floor, and evidence of file records on the top floor. This manorlike structure has two entrances (and two names). Enter here during the quest. With the quest active, expect a culmination of a battle with a hybrid beast named Specimen II.

◇14

GRYPHON NEST

- **Information:** Secondary Location
- **Enemies:** Gryphon

Close to a tumbling waterfall (the source of the lake that winds north to Archon's Grove) is a gryphon nest among the crags, behind the Queen's Hideaway.



15

RIVERSIDE SHRINE

- **Information:** Fishing Hole; Secondary Location; Treasure Chest

If you wish to search for a soul gem, and check the rushing river below for chests or fishing holes, locate this small shrine on the upper (south) riverbank.

16

GROUP BOSS: GRAVELD'S HIDEAWAY

- **Information:** Group Boss; Plant: Violet Coprinus; Primary Location
- **Enemies:** Salamander
- **Boss:** Graveld (Salamander)

Face a ferocious Salamander boss within the confines of this rocky arena. The entrance is on the eastern side (approach heading west).

17

WAYSHRINE: EASTERN PASS

- **Information:** Merchant, Primary Location, Wayshrine
- **Entities of Note:** Varumil (Merchant), Talomar
- **Nearby Quests:** Untamed and Unleashed

This is the closest wayshrine to the southeastern coastal peninsula, and adjacent to Sil-Var-Woad. It also marks the entrance into the eastern gorge pass that leads to Sunhold.

◇ 18

GRYPHON LAIR

- **Information:** Secondary Location
- **Enemies:** Gryphon

Not to be confused with the Gryphon Den that's due east of here, this flat expanse of forest clearing is home to a Gryphon or two and is nestled in the northwest corner of the forest, north of the entrance to Sunhold.

◇ 19

OLD CAMP

- **Information:** Ore: Iron Ore; Plant: Corn Flower, Stinkhorn; Secondary Location; Thieves Trove; Treasure Chest
- **Enemies:** Strangler, Wolf

Old tents and scattered detritus mark the remains of an abandoned camp, now home to a pack of wolves.

◇ 20

VINAFWE'S HOUSE

- **Information:** Secondary Location; Treasure Chest
- **Entities of Note:** Vinafwe
- **Nearby Quests:** The Forest Vandal

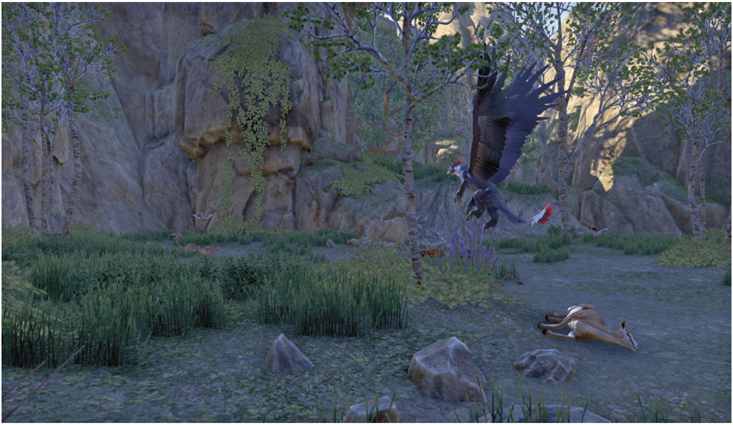
Vinafwe is a keen horticulturist but has been troubled by recent vandalism to her garden. Further evidence of her love of plants (and books) can be found inside her dwelling.

◇ 21

GRYPHON DEN

- **Information:** Secondary Location; Thieves Guild Dead Drop Chest
- **Enemies:** Gryphon

Dead animals and a Dead Drop Chest mark the nesting grounds of a gryphon, along the northern crags of this gorge.



22

INTERESTING LOCALE: ALAXON'ALD

- **Information:** Interesting Locale; Mages Guild Lorebook; Plant: Blue Entoloma, Imp Stool; Primary Location; Thieves Trove; Treasure Chest
- **Enemies:** Indrik

An area of raised, rocky ground is home to a dilapidated tent and small camp. Check the crags around and about for a variety of items and chests.

23

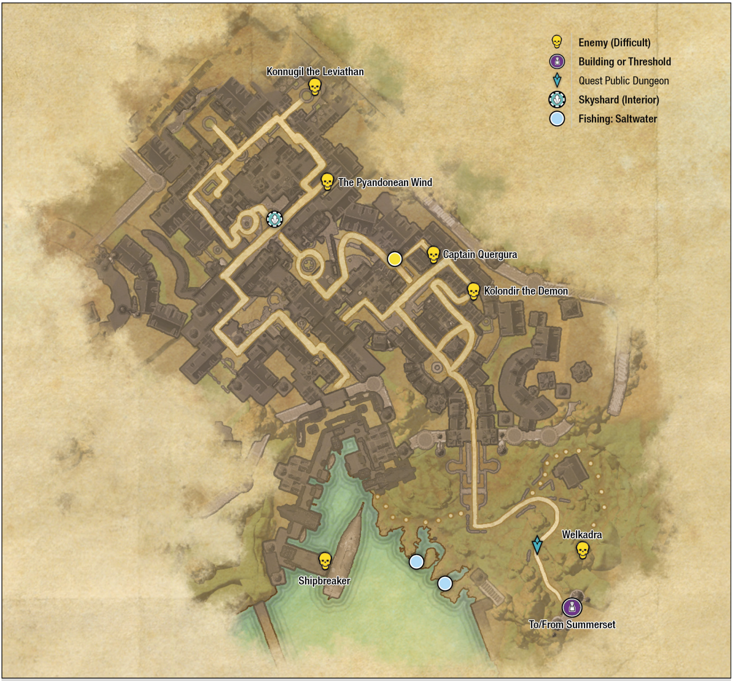
WAYSHRINE: SUNHOLD

- **Information:** Merchant; Plant: Emetic Russula; Primary Location; Wayshrine
- **Entities of Note:** Falordilmo (Merchant), Kinlady Ilunsare
- **Nearby Quests:** Obedience Issues

Utilize this fast-travel point when you're ready to venture into Sunhold, when you want some wares from the wandering merchant Falordilmo (though he's journeying from here to Shimmerene and back), or when you wish to inspect the forest outside the city.

PUBLIC DUNGEON: SUNHOLD

24



Sunhold (Interior)

- **Information:** Interior; Merchant; Primary Location; Public Dungeon
- **Entities of Note:** Falordilmo, Kinlady Helenaere, Sunnawel
- **Enemies:** Bright Moons Lunar Moth, Reef Viper, Sea Adder, Sea Viper, Skavenger, Snakeskin, Storm Atronach
- **Boss (Public Dungeon Group Event):** Konnugil the Leviathan
- **Boss (Public Dungeon Quest):** Admiral Viscarne

- **Bosses (Champions):** Kolondir the Demon, Welkadra, Shipbreaker, the Pyandonean Wind, Captain Quergura
- **Nearby Quests:** Sunhold Sundered

The southern city of Sunhold serves as the home port of Summerset's famed Dominion Navy. But with the High Elven fleets over the horizon fighting the Alliance War, Sunhold remains virtually unprotected.

Though the exterior walls of this mighty fortress city may look impenetrable, the relative peace of the exterior wooded beach belies the mayhem that lies behind the gates of a city under attack.

Speak to Kinlady Helenaere at the edge of the great settlement, and agree to burn the supplies of the Maormer raiders (which are dotted around the U-shaped harbor). Then strike the battlements to reach and rescue the city's prized gryphon, Sunnawel. Along the way, and depending on the active quests, you will face one of the many bosses in combat. The adjacent map shows the true path through the city, which is also teeming with Sea Vipers and their brutish brethren, Snakeskins. Progress through the city streets, and the farther north and upward you travel, the more dangerous the enemies become (expect Storm Atronachs of various forms as you ascend, as well as champions to challenge you in the places indicated on the map). The culmination of this dungeon requires you to battle a boss at one of the two northern arenas.

25

ABYSSAL GEYSER: SUNHOLD

- **Information:** Abyssal Geyser; Fishing Hole; Primary Location; Treasure Chest
- **Entities of Note:** Bedlam Prophet
- **Enemies:** Varies
- **Boss (Varies):** Ruella Many-Claws; Churug of the Abyss; Sheefar of the Depths; Girawell the Erratic; Muustikar Wave-Eater; Reefhammer; Darkstorm the Alluring; Eejoba the Radiant; Tidewrack; Vsskalvor; Yaghra Monstrosity

Find the Bedlam prophet at the center of this coastal cove, and expect waves of incoming foes. Bring your friends to fend off these monstrosities. Once the final wave is over, expect to face one of the previously listed bosses, after which a clamshell treasure chest becomes accessible, containing some finely crafted loot. Return here to repeat this (randomized) challenge.

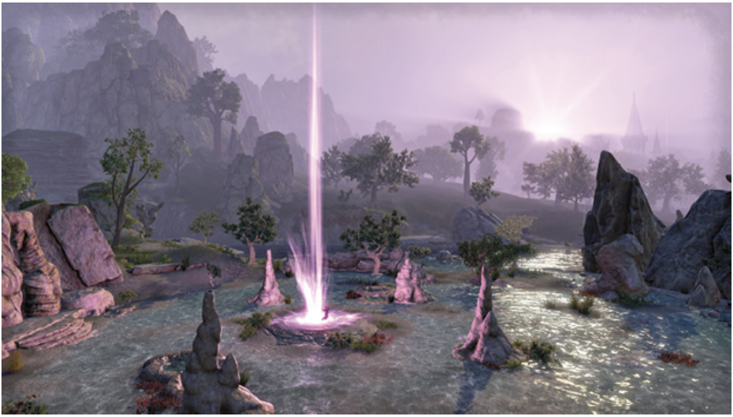
26

ABYSSAL GEYSER: SIL-VAR-WOAD

- **Information:** Abyssal Geyser; Fishing Hole; Primary Location; Treasure Chest
- **Entities of Note:** Bedlam Prophet
- **Enemies:** Varies
- **Boss (Varies):** Ruella Many-Claws; Churug of the Abyss; Sheefar of the Depths; Girawell the Erratic; Muustikar

Wave-Eater; Reefhammer; Darkstorm the Alluring; Eejoba the Radiant; Tidewrack; Vsskalvor; Yaghra Monstrosity

Step to the Bedlam prophet at the center of this coastal cove, and expect waves of incoming foes. Bring your chums to battle the appearing hordes. Once the final wave is over, expect to face one of the previously listed bosses, after which a clamshell treasure chest becomes accessible, containing some impressive loot. Return here to repeat this (randomized) challenge.

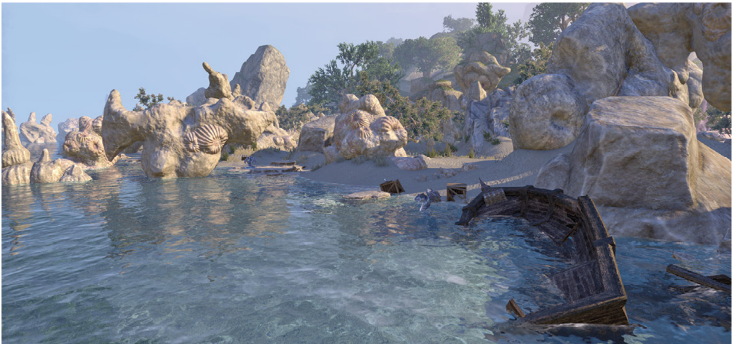


◇ 27

SKELETAL SMUGGLERS

- **Information:** Fishing Hole; Secondary Location; Treasure Chest
- **Enemies:** Coral Crab, Reef Viper, Salamander

The skeletal remains of a smuggler still remains on this beach, close to his wrecked boat.



◇ 28

COASTAL SHRINE

- **Information:** Heavy Sack; Mages Guild Lorebook; Secondary Location; Treasure Chest
- **Entities of Note:** Igeke Rat-Bite
- **Enemies:** Imp
- **Nearby Quests:** Gjadil's Legacy

The faint but furious tones of an argument can be heard at this shrine atop the coastal rock promontory. Igeke and his ilk are under a nearby tree, plotting.

◇ 29

GARDEN OF INGARLAS

- **Information:** Secondary Location; Skyshard
- **Entities of Note:** Ingarlas

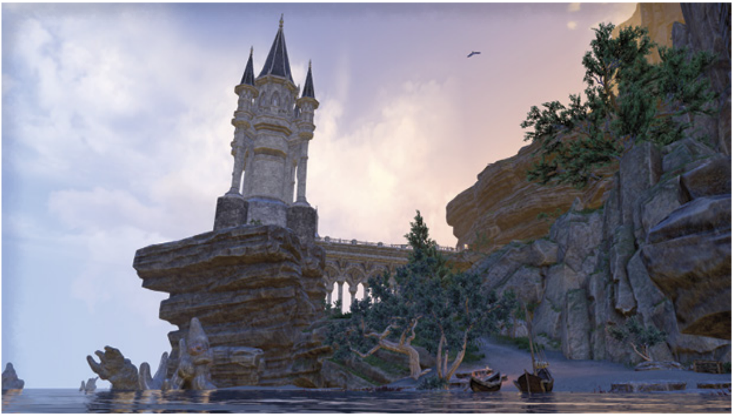
Ingarlas tends to his raised garden, consisting of some impressive fungi and a couple of large aloe feroxes. Check the beach to the south for a Skyshard.

30

INTERESTING LOCALE: DUSK KEEP

- **Information:** Heavy Sack; Interesting Locale; Ore: Iron Ore; Primary Location; Treasure Chest

Marking the most southeasterly point of Summerset Isle, this imposing structure has no accessible interior but does have a few scattered chests to discover.



31

PLAYER HOUSE: COLOSSAL ALDMERI GROTTO

- **Information:** Interior; Player House; Primary Location

Once a watering stop for the High Elf navy, this great cavernous grotto on the Summerset coast west of Dusk features shipboard compartments, magnificent Aldmeri ruins, weathered wood from several shipwrecks, and a sparkling subterranean waterfall. This galleon-sized grotto can be purchased at some point after the game launch. Access it by sailing on the galleon moored at Alinor Docks. The docks (the only way to reach this grotto) are in Region 2.

ARTAEUM

▭	Primary Location
◇	Secondary Location
●	Fishing: Mystic
●	Heavy Sack
●	Treasure Chest
✺	Skyshard (Interior)
⚖	Merchants
◇	Quest

The third-largest island after Summerset and Auridon, Artaeum has been home to the venerable Psijic Order of mystics who follow the practice of the "Elder Ways." Artaeum consists of arable land, blossoming trees, and glistening beaches, only recently marred slightly by intermittent daedric incursions. Dominating the northern shoreline is the Ceporah Tower, where the Dunmeri god Sotha Sil occasionally teaches and periodically peers into the realms of Oblivion.

Locations

●

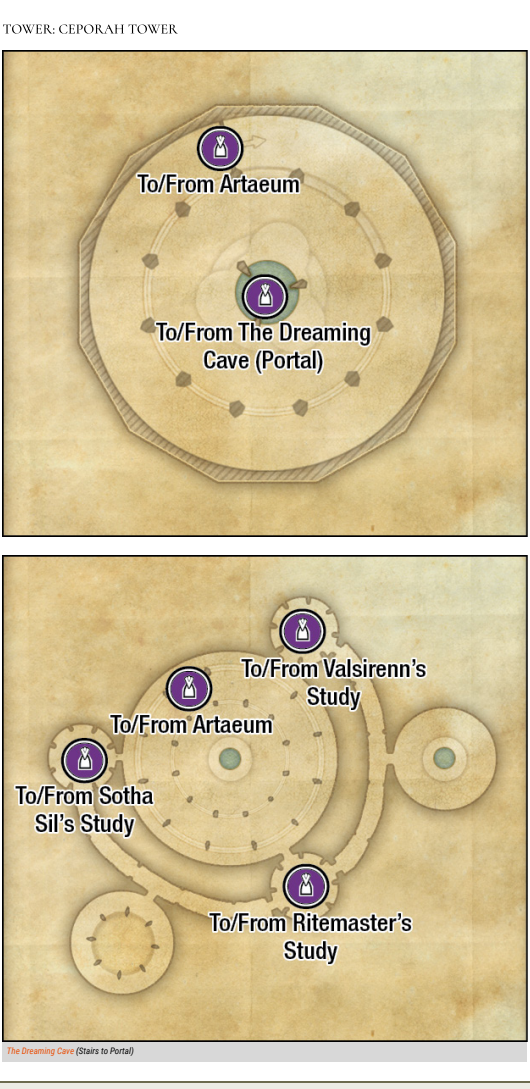
Primary Secondary

●

#	NAME
#	NAME
01	Ceporah Tower
02	Artaeum Wayshrine
03	Coliseum of the Old Ways
04	Fishing Pond
05	Traitor's Vault
06	Clifftop Respite
07	Animal Alcove
08	The Sitting Rock
09	Portal to Summerset
10	College of Psijic Ruins (North)
11	Artaeum Craftworks
12	Blossom Shrine
13	College of Psijic Ruins (South: Artaeum Beach)
14	Psijic Relic Vaults

01

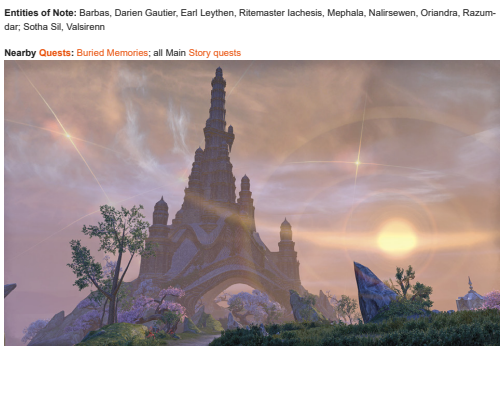
TOWER: CEPORAH TOWER


To/From Artaeum
To/From The Dreaming Cave (Portal)
To/From Valsirenn's Study
To/From Artaeum
To/From Sotha Sil's Study
To/From Ritemaster's Study

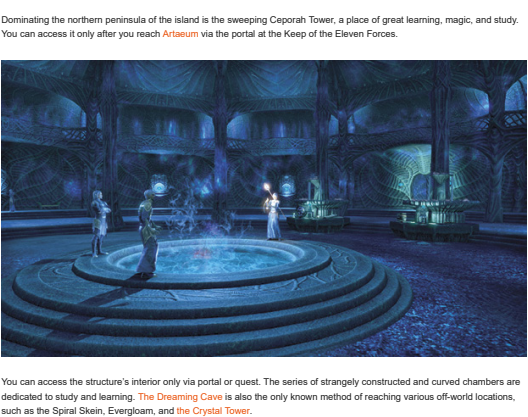
The Dreaming Cave (Stairs to Portal)

◉	Building or Threshold

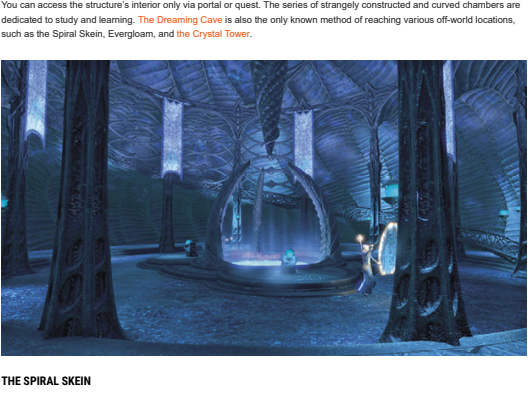
- **Information:** Merchant; Primary Location; Tower
- **Entities of Note:** Barbas, Darien Gautier, Earl Leythen, Ritemaster Iachesis, Mephala, Nalirsewen, Oriandra, Razum-dar; Sotha Sil, Valsirenn
- **Nearby** Quests: Buried Memories; all Main Story quests



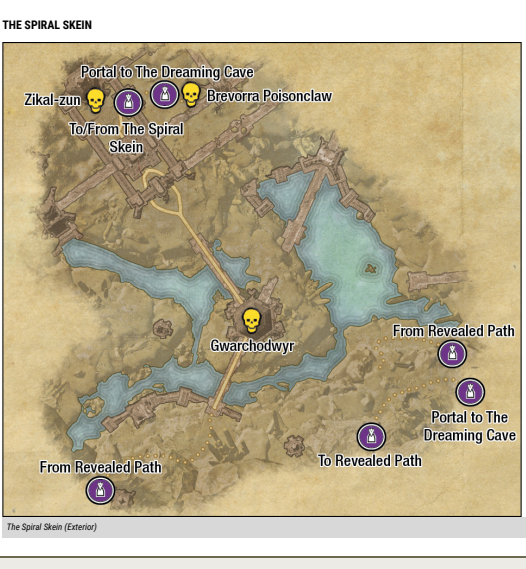
Dominating the northern peninsula of the island is the sweeping Ceporah Tower, a place of great learning, magic, and study. You can access it only after you reach Artaeum via the portal at the Keep of the Eleven Forces.



You can access the structure's interior only via portal or quest. The series of strangely constructed and curved chambers are dedicated to study and learning. The Dreaming Cave is also the only known method of reaching various off-world locations, such as the Spiral Skein, Evergloam, and the Crystal Tower.



THE SPIRAL SKEIN


Portal to The Dreaming Cave
Zikal-zun
Brevorra Poisonclaw
To/From The Spiral Skein
Gwarchodwyr
From Revealed Path
Portal to The Dreaming Cave
To Revealed Path
From Revealed Path

The Spiral Skein (Exterior)

☠	Enemy (Difficult)
◉	Building or Threshold

- **Entities of Note:** Darien Gautier, Valsirenn
- **Enemies:** Hoarvor Daedra, Ogrim, Skein, Spider Daedra, Spiderkith
- **Boss:** Brevorra Poisonclaw
- **Boss:** Gwarchodwyr
- **Boss:** Zikal-zun
- **Nearby** Quests: The Dreaming Cave

"Mephala! Webspinner! Teacher of the Secret Arts! Queen of the Eight Shadows of Murder! Though others may reign over us, deep in the night we still hear your whisper! And we do not forget." —The Derisive Necromite

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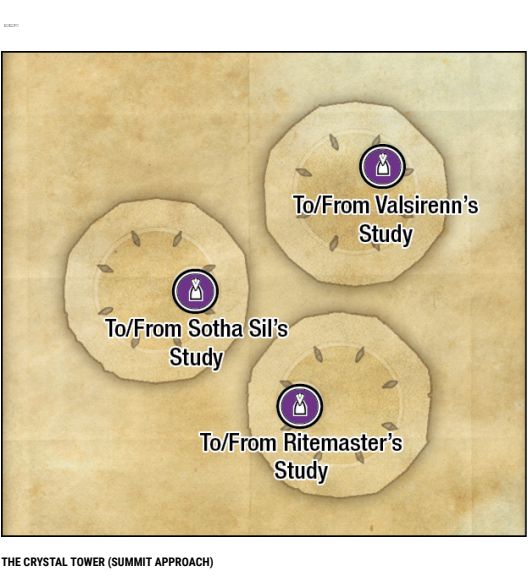
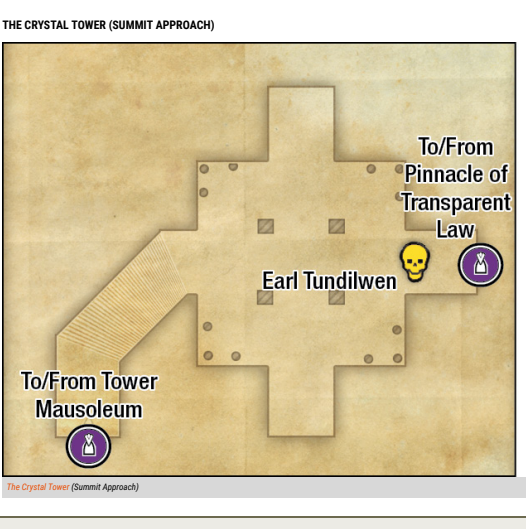

To/From Valsirenn's Study
To/From Sotha Sil's Study
To/From Ritemaster's Study

THE CRYSTAL TOWER (SUMMIT APPROACH)


To/From Pinnacle of Transparent Law
Earl Tundilwen
To/From Tower Mausoleum

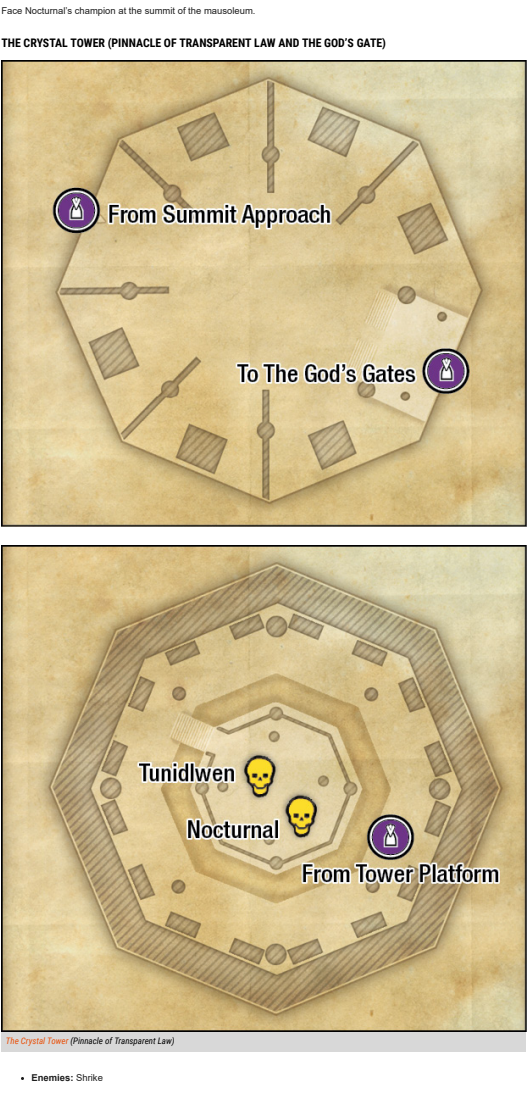
The Crystal Tower (Summit Approach)

☠	Enemy (Difficult)
◉	Building or Threshold

- **Boss:** Earl Tundilwen

Face Nocturnal's champion at the summit of the mausoleum.

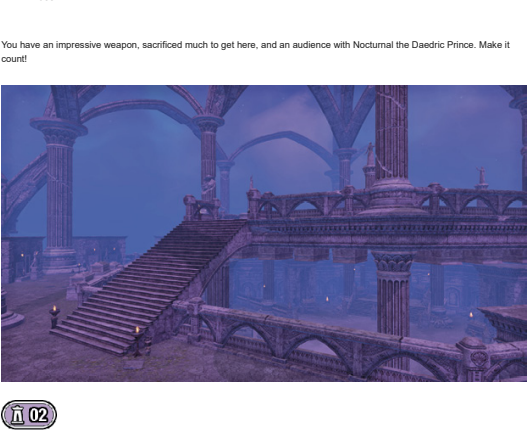
THE CRYSTAL TOWER (PINNACLE OF TRANSPARENT LAW AND THE GOD'S GATE)


From Summit Approach
To The God's Gates
Tunidlwen
Nocturnal
From Tower Platform

The Crystal Tower (Pinnacle of Transparent Law)

- **Enemies:** Shrike
- **Boss:** Tunidlwen
- **Boss:** Nocturnal

You have an impressive weapon, sacrificed much to get here, and an audience with Nocturnal the Daedric Prince. Make it count!

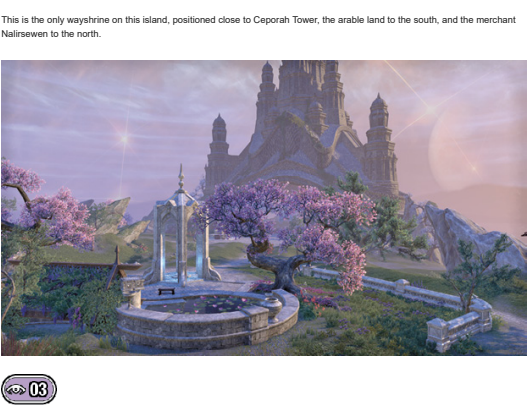


02

WAYSHRINE: ARTAEUM

- **Information:** Merchant; Primary Location; Treasure Chest; Wayshrine
- **Entities of Note:** Nalirsewen
- **Enemies:** Butterfly, Springbok

This is the only wayshrine on this island, positioned close to Ceporah Tower, the arable land to the south, and the merchant Nalirsewen to the north.

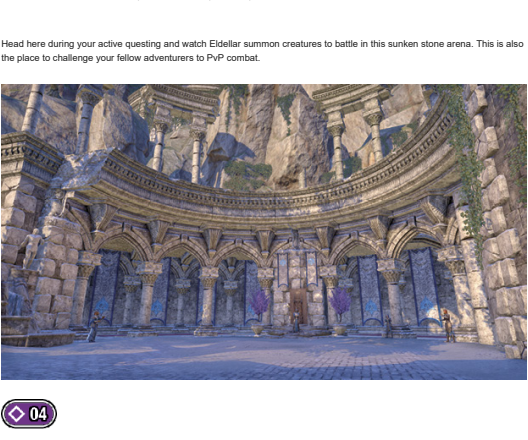


03

INTERESTING LOCALE: COLISEUM OF THE OLD WAYS

- **Information:** Interesting Locale; Ore: Iron Ore; Plant: Dragonthorn, Jute, Violet Coprinus; Primary Location
- **Entities of Note:** Eldellar, Genette Emard, Lantilwe, Nemuuban

Head here during your active questing and watch Eldellar summon creatures to battle in this sunken stone arena. This is also the place to challenge your fellow adventurers to PvP combat.

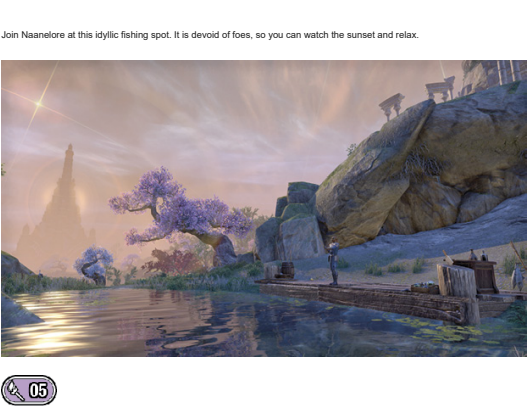


04

FISHING POND

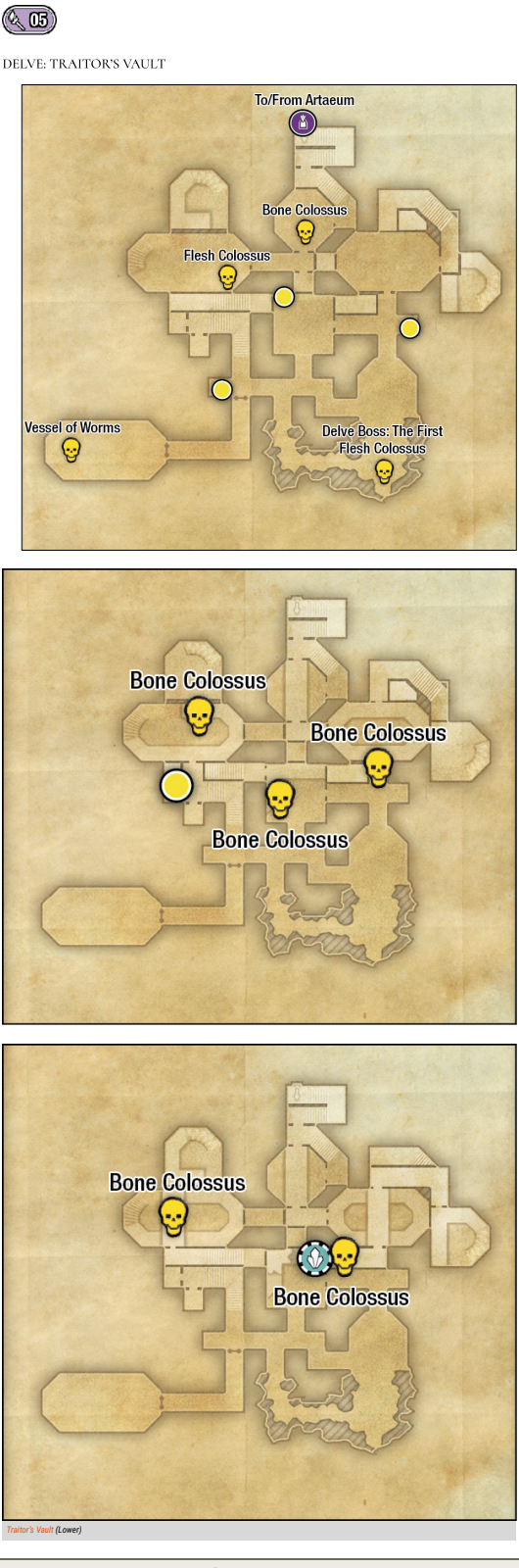
- **Information:** Fishing Hole; Heavy Sack; Ore: Pewter Seam; Plant: Water Hyacinth; Secondary Location
- **Entities of Note:** Naanelore

Join Naanelore at this idyllic fishing spot. It is devoid of foes, so you can watch the sunset and relax.



05

DELVE: TRAITOR'S VAULT

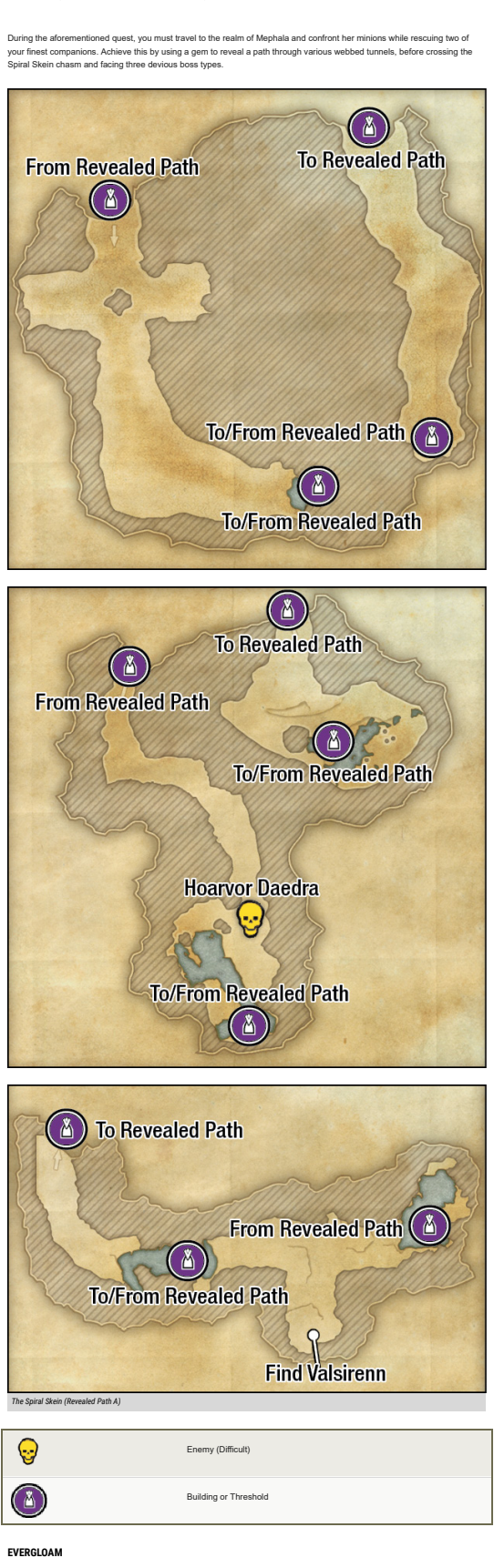

To/From Artaeum
Bone Colossus
Flesh Colossus
Vessel of Worms
Delve Boss: The First Flesh Colossus
Bone Colossus
Bone Colossus
Bone Colossus
Bone Colossus
Bone Colossus

Traitor's Vault (Lower)

☠	Enemy (Difficult)
◉	Building or Threshold
●	Treasure Chest
✺	Skyshard (Interior)

- **Information:** Delve; Interior; Ore: Iron Ore; Primary Location
- **Entities of Note:** Ulliceta gra-Kogg
- **Enemies:** Bone Colossus, Bone Flayer, Bone Incinerator, Butterfly, Flesh Atronach, Flesh Colossus, Skavenger, Skeletal Guar, Skeletal Wolf, Springbok, Worm-Rot
- **Boss:** The First Flesh Colossus
- **Boss:** Vessel of Worms
- **Nearby** Quests: Half-Formed Understandings

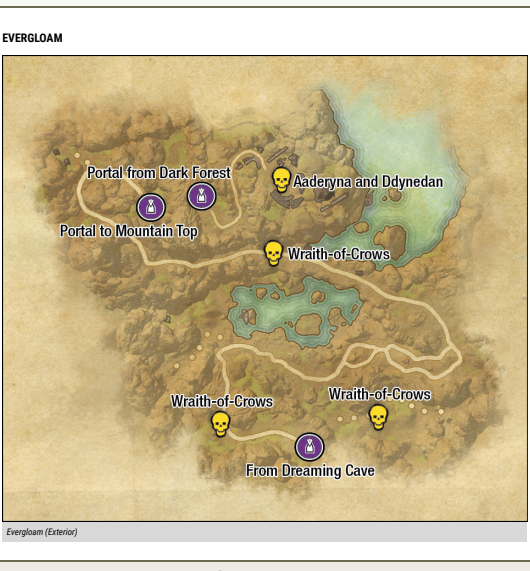
During the aforementioned quest, you must travel to the realm of Mephala and confront her minions while rescuing two of your finest companions. Achieve this by using a gem to reveal a path through various webbed tunnels, before crossing the Spiral Skein chasm and facing three devious boss types.


From Revealed Path
To Revealed Path
To/From Revealed Path
To/From Revealed Path
To Revealed Path
From Revealed Path
To/From Revealed Path
Hoarvor Daedra
To/From Revealed Path
To Revealed Path
From Revealed Path
To/From Revealed Path
Find Valsirenn

The Spiral Skein (Revealed Path A)

☠	Enemy (Difficult)
◉	Building or Threshold

EVERGLOAM

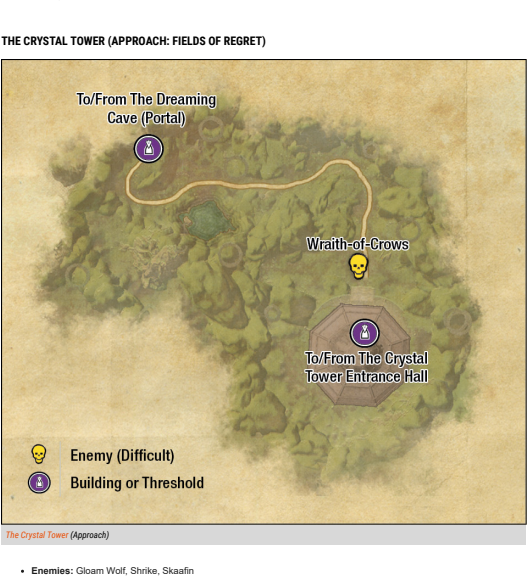

Portal from Dark Forest
Aaderyna and Odynedan
Portal to Mountain Top
Wraith-of-Crows
Wraith-of-Crows
Wraith-of-Crows
From Dreaming Cave

Evergloam (Exterior)

☠	Enemy (Difficult)
◉	Building or Threshold

- **Entities of Note:** Clavicus Vile, Darien Gautier, Mephala, Nocturnal, Oriandra, Ritemaster Iachesis, Valsirenn
- **Enemies:** Gloam Wolf, Night Terror, Ogrim, Shrike, Skaafin, Skein
- **Boss:** Wraith-of-Crows
- **Boss:** Aaderyna
- **Boss:** Odynedan
- **Nearby** Quests: Lost in Translation

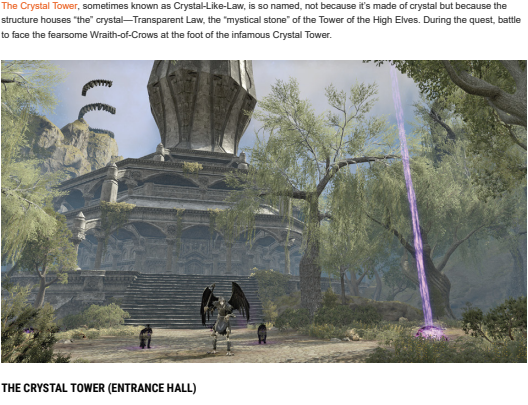
THE CRYSTAL TOWER (APPROACH: FIELDS OF REGRET)


To/From The Dreaming Cave (Portal)
Wraith-of-Crows
To/From The Crystal Tower Entrance Hall
Enemy (Difficult)
Building or Threshold

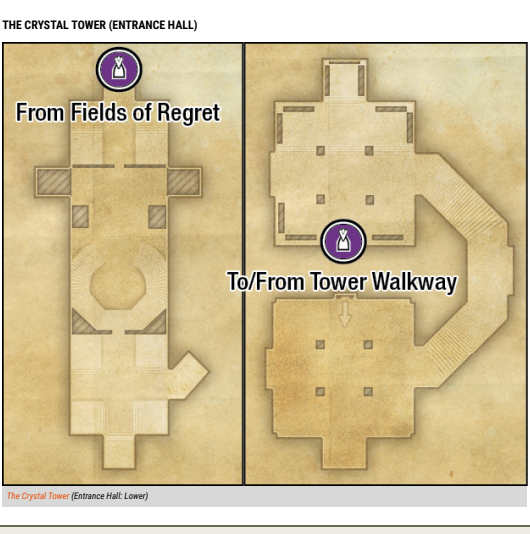
The Crystal Tower (Approach)

- **Enemies:** Gloam Wolf, Shrike, Skaafin
- **Boss:** Wraith-of-Crows
- **Nearby** Quests: The Crystal Tower

The Crystal Tower, sometimes known as Crystal-Like-Law, is so named, not because it's made of crystal but because the structure houses "the" crystal—Transparent Law, the "mystical stone" of the Tower of the High Elves. During the quest, battle to face the fearsome Wraith-of-Crows at the foot of the infamous Crystal Tower.



THE CRYSTAL TOWER (ENTRANCE HALL)

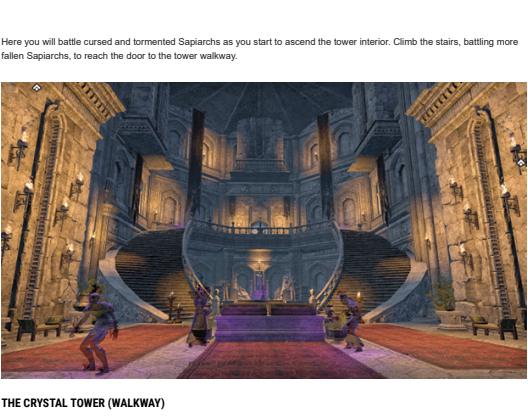

From Fields of Regret
To/From Tower Walkway

The Crystal Tower (Entrance Hall: Lower)

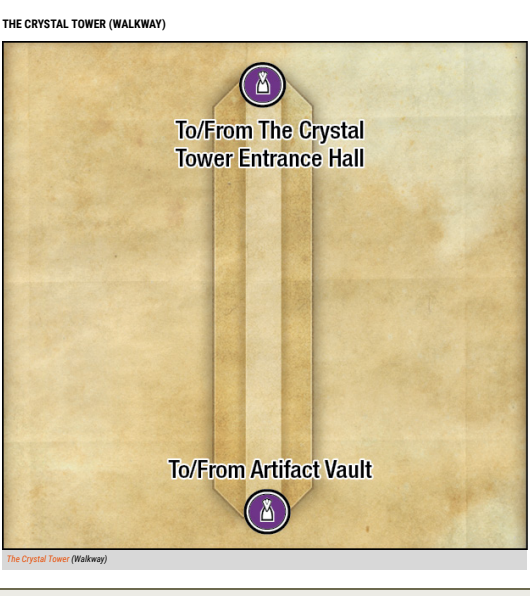
◉	Building or Threshold

- **Enemies:** Sapiarch

Here you will battle cursed and tormented Sapiarchs as you start to ascend the tower interior. Climb the stairs, battling more fallen Sapiarchs, to reach the door to the tower walkway.



THE CRYSTAL TOWER (WALKWAY)

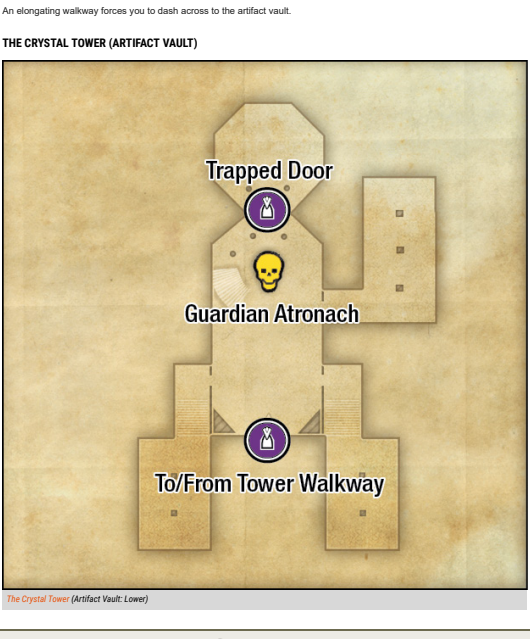

To/From The Crystal Tower Entrance Hall
To/From Artifact Vault

The Crystal Tower (Walkway)

◉	Building or Threshold

An elongating walkway forces you to dash across to the artifact vault.

THE CRYSTAL TOWER (ARTIFACT VAULT)

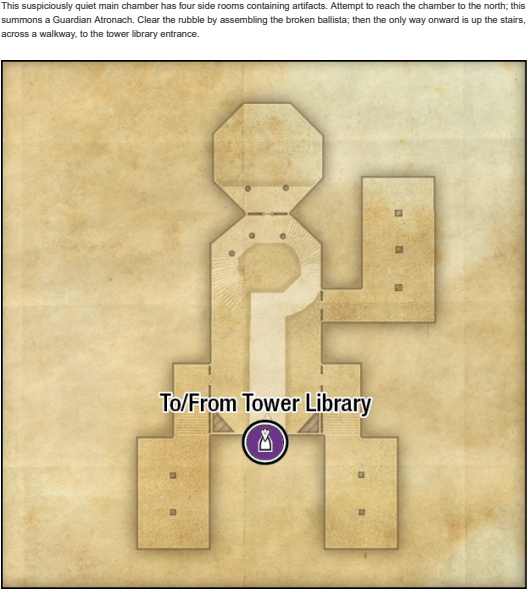

Trapped Door
Guardian Atronach
To/From Tower Walkway

The Crystal Tower (Artifact Vault: Lower)

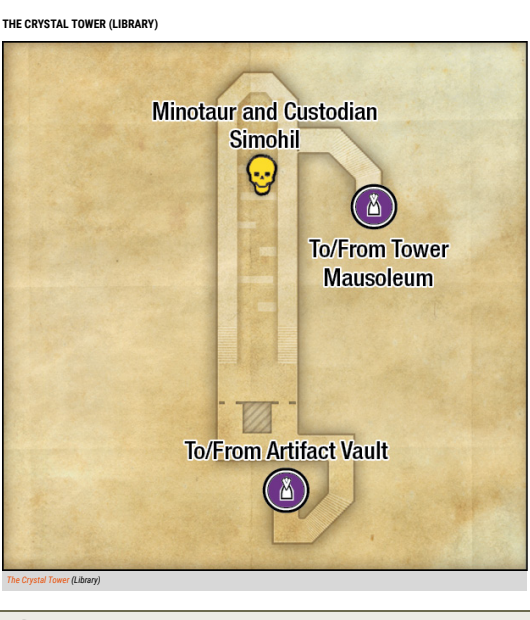
☠	Enemy (Difficult)
◉	Building or Threshold

- **Entities of Note:** Sapiarch Nolyemal
- **Enemies:** Night Terror, Sapiarch
- **Boss:** Guardian Atronach

This suspiciously quiet main chamber has four side rooms containing artifacts. Attempt to reach the chamber to the north; this summons a Guardian Atronach. Clear the rubble by assembling the broken ballista; then the only way onward is up the stairs, across a walkway, to the tower library entrance.


To/From Tower Library

THE CRYSTAL TOWER (LIBRARY)


Minotaur and Custodian Simohil
To/From Tower Mausoleum
To/From Artifact Vault

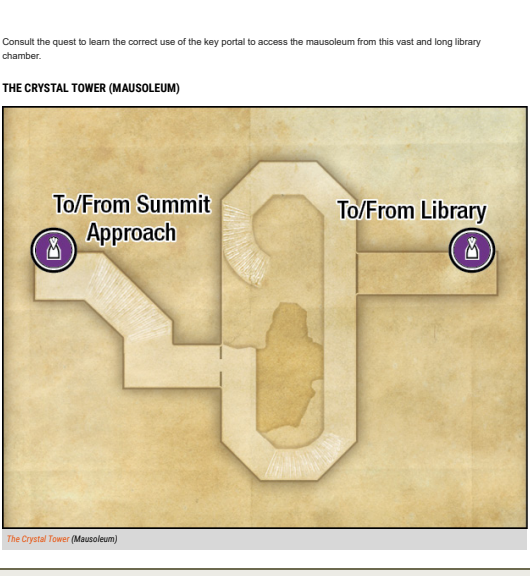
The Crystal Tower (Library)

☠	Enemy (Difficult)
◉	Building or Threshold

- **Enemies:** Gloam Wolf, Sapiarch

Consult the quest to learn the correct use of the key portal to access the mausoleum from this vast and long library chamber.

THE CRYSTAL TOWER (MAUSOLEUM)


To/From Summit Approach
To/From Library

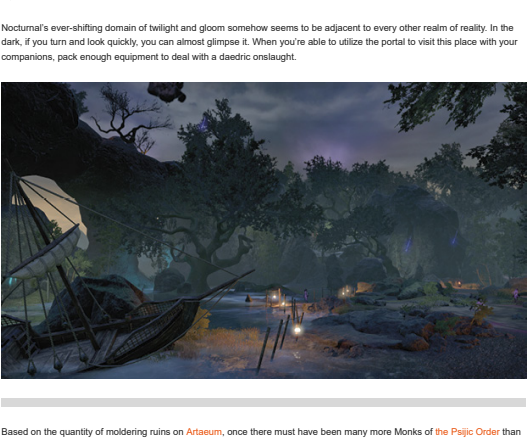
The Crystal Tower (Mausoleum)

◉	Building or Threshold

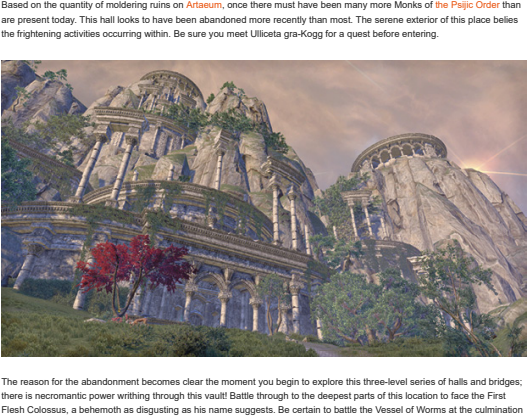
- **Enemies:** Night Terror, Sapiarch, Shrike

Battle enemies both ethereal and corporeal as you dodge a bottomless drop, staying to the balcony and stairs of this large crypt chamber.

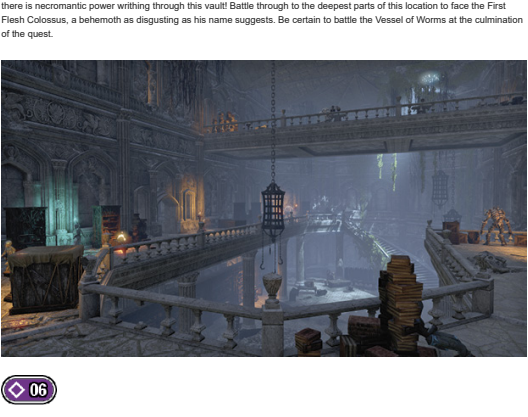
Nocturnal's ever-shifting domain of twilight and gloom somehow seems to be adjacent to every other realm of reality. In the dark, if you turn and look quickly, you can almost glimpse it. When you're able to utilize the portal to visit this place with your companions, pack enough equipment to deal with a daedric onslaught.



Based on the quantity of moldering ruins on Artaeum, once there must have been many more Monks of the Psijic Order than are present today. This hall looks to have been abandoned more recently than most. The serene exterior of this place belies the frightening activities occurring within. Be sure you meet Ulliceta gra-Kogg for a quest before entering.



The reason for the abandonment becomes clear the moment you begin to explore this three-level series of halls and bridges; there is necromantic power writhing through this vault! Battle through to the deepest parts of this location to face the First Flesh Colossus, a behemoth as disgusting as his name suggests. Be certain to battle the Vessel of Worms at the culmination of the quest.



06

CLIFFTOP RESPITE

- **Information:** Plant: Corn Flower, Jute, Stinkhorn; Secondary Location
- **Enemies:** Butterfly

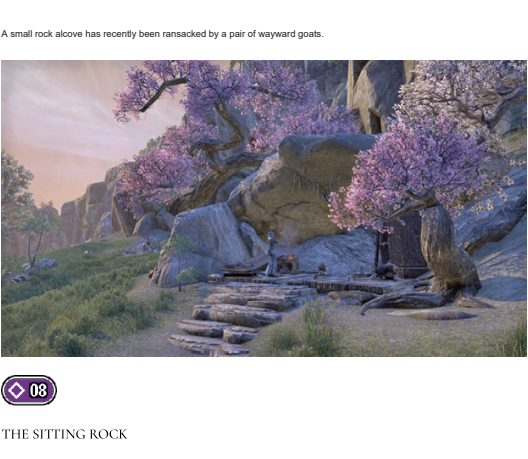
The ornate wooden pergola and sitting area draped in blue wisteria allows you to gaze at the firmament without fear of attack. Otherwise, use this as a landmark as you traverse the cliffs.

07

ANIMAL ALCOVE

- **Information:** Plant: Stinkhorn, Wormwood
- **Enemies:** Butterfly, Nixad, Springbok

A small rock alcove has recently been ransacked by a pair of wayward goats.

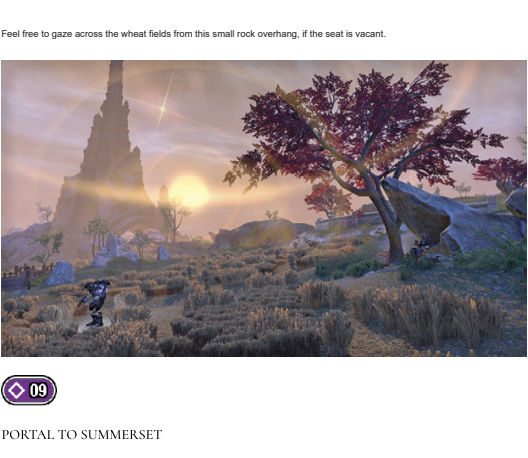


08

THE SITTING ROCK

- **Information:** Plant: Namira's Rot; Secondary Location
- **Enemies:** Atronach Worker, Nixad

Feel free to gaze across the wheat fields from this small rock overhang, if the seat is vacant.

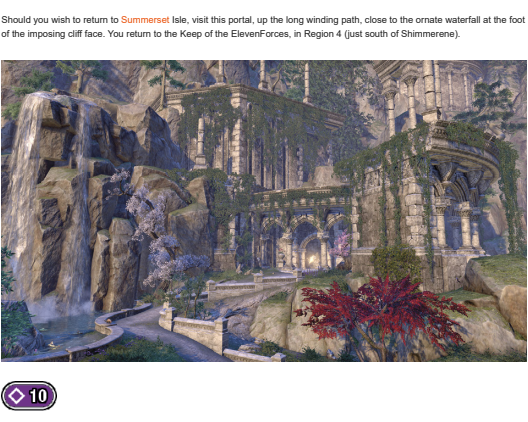


09

PORTAL TO SUMMERSET

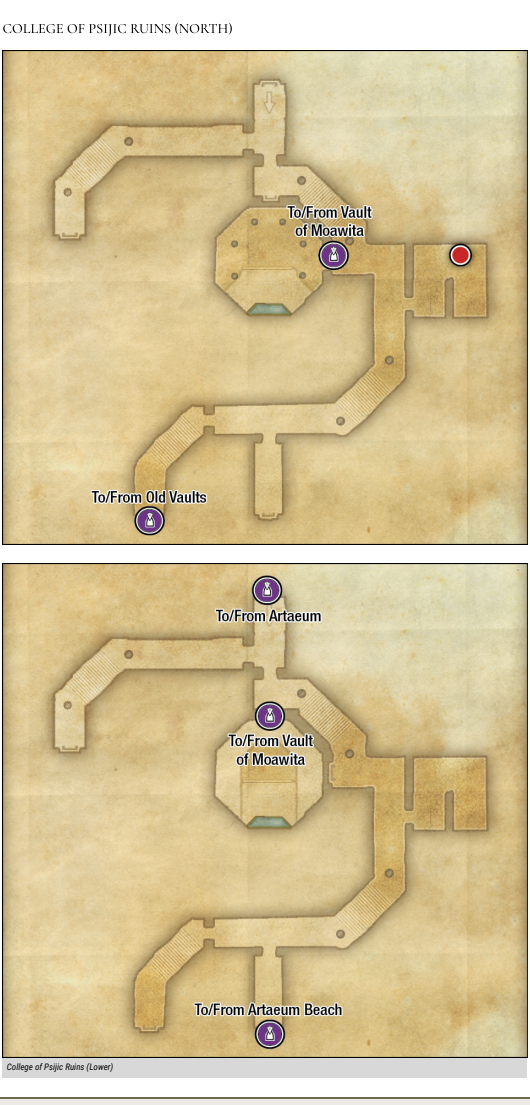
- **Information:** Secondary Location
- **Enemies:** Mud Hopper, Nixad

Should you wish to return to Summerset Isle, visit this portal, up the long winding path, close to the ornate waterfall at the foot of the imposing cliff face. You return to the Keep of the ElevenForces, in Region 4 (just south of Shimmerene).



10

COLLEGE OF PSIJIC RUINS (NORTH)

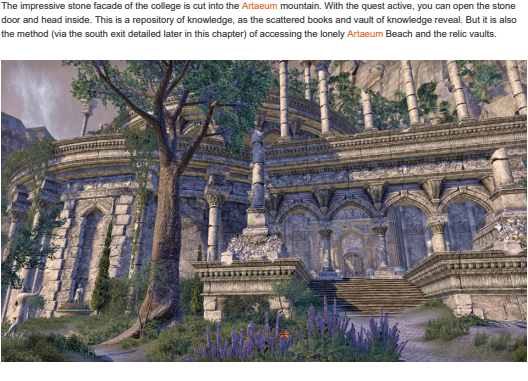

To/From Vault of Moawita
To/From Old Vaults
To/From Artaeum
To/From Vault of Moawita
To/From Artaeum Beach

College of Psijic Ruins (Lower)

●	Heavy Sack
◉	Building or Threshold

- **Information:** Interior; Secondary Location
- **Entities of Note:** Ritemaster Iachesis
- **Nearby** Quests: Buried Memories

The impressive stone facade of the college is cut into the Artaeum mountain. With the quest active, you can open the stone door and head inside. This is a repository of knowledge, as the scattered books and vault of knowledge reveal. But it is also the method (via the south exit detailed later in this chapter) of accessing the lonely Artaeum Beach and the relic vaults.

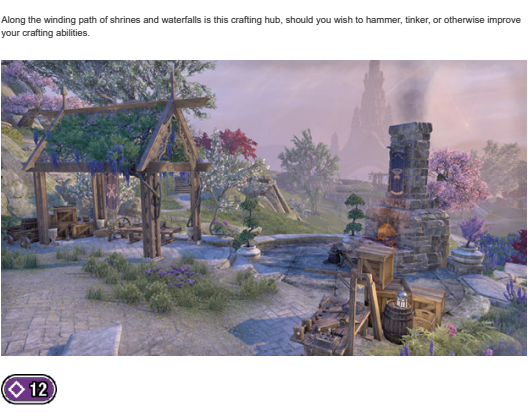


11

CRAFTING: ARTAEUM CRAFTWORKS

- **Information:** Crafting; Primary Location; Stations: Blacksmithing, Clothing, Jewelry, Woodworking

Along the winding path of shrines and waterfalls is this crafting hub, should you wish to hammer, tinker, or otherwise improve your crafting abilities.

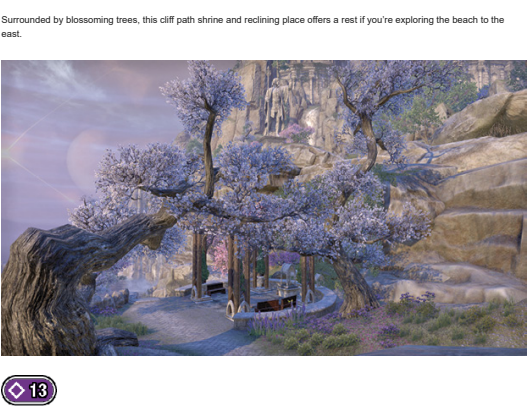


12

BLOSSOM SHRINE

- **Information:** Fishing Hole; Heavy Sack; Plant: Violet Coprinus; Secondary Location
- **Enemies:** Coral Crab

Surrounded by blossoming trees, this cliff path shrine and reclining place offers a rest if you're exploring the beach to the east.

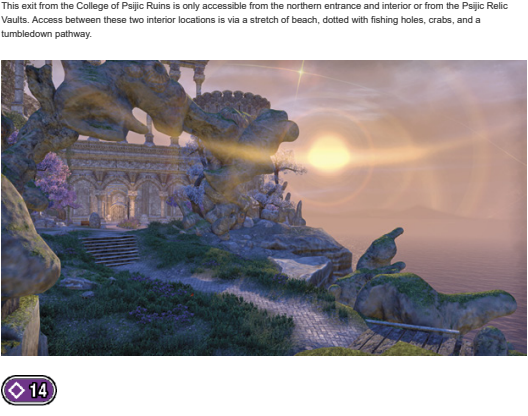


13

COLLEGE OF PSIJIC RUINS (SOUTH: ARTAEUM BEACH)

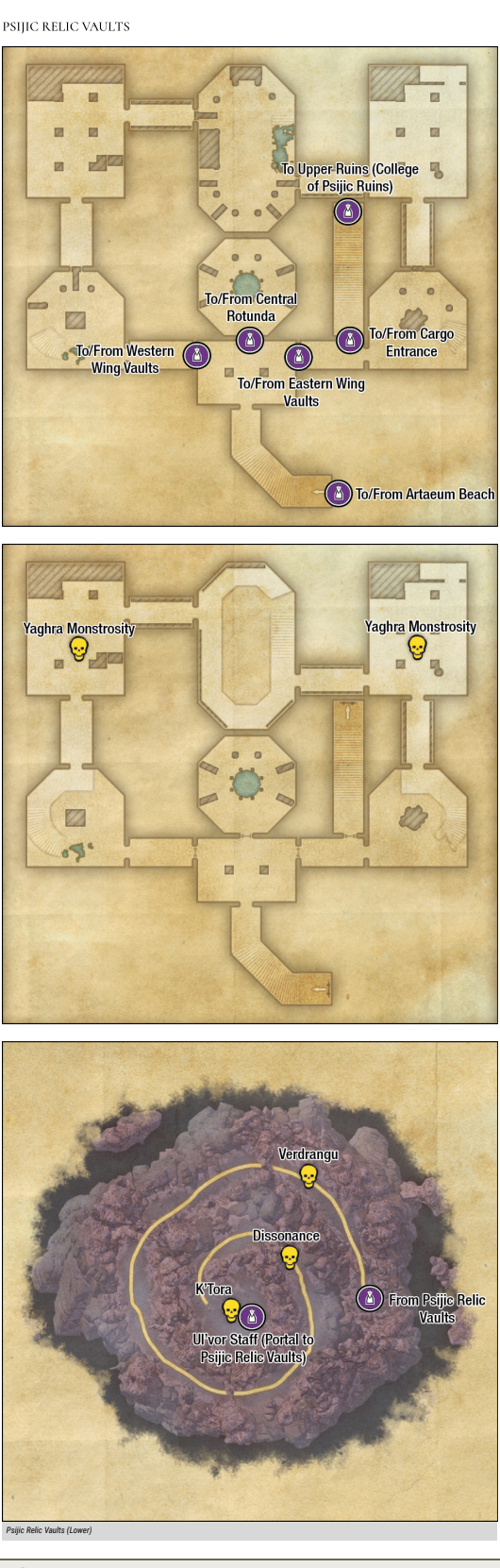
- **Information:** Fishing Hole; Interior, Secondary Location
- **Enemies:** Butterfly, Coral Crab

This exit from the College of Psijic Ruins is only accessible from the northern entrance and interior or from the Psijic Relic Vaults. Access between these two interior locations is via a stretch of beach, dotted with fishing holes, crabs, and a tumbledown pathway.



14

PSIJIC RELIC VAULTS

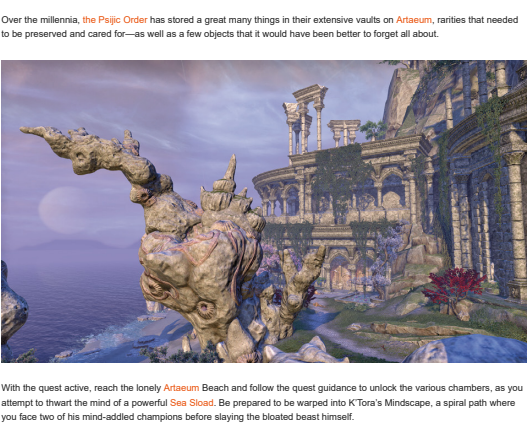

To Upper Ruins (College of Psijic Ruins)
To/From Central Rotunda
To/From Western Wing Vaults
To/From Cargo Entrance
To/From Eastern Wing Vaults
To/From Artaeum Beach
Yaghra Monstrosity
Yaghra Monstrosity
Verdrangu
Dissonance
K'Tora
Ul'vor Staff (Portal to Psijic Relic Vaults)
From Psijic Relic Vaults

Psijic Relic Vaults (Lower)

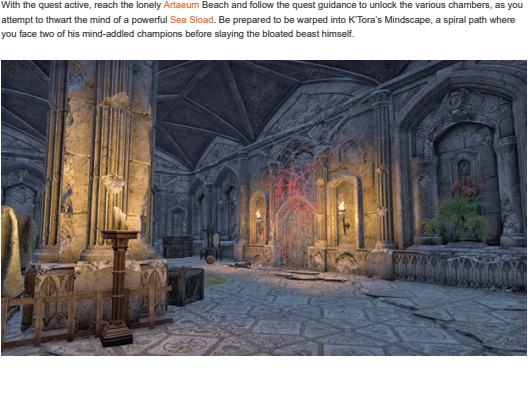
☠	Enemy (Difficult)
◉	Building or Threshold

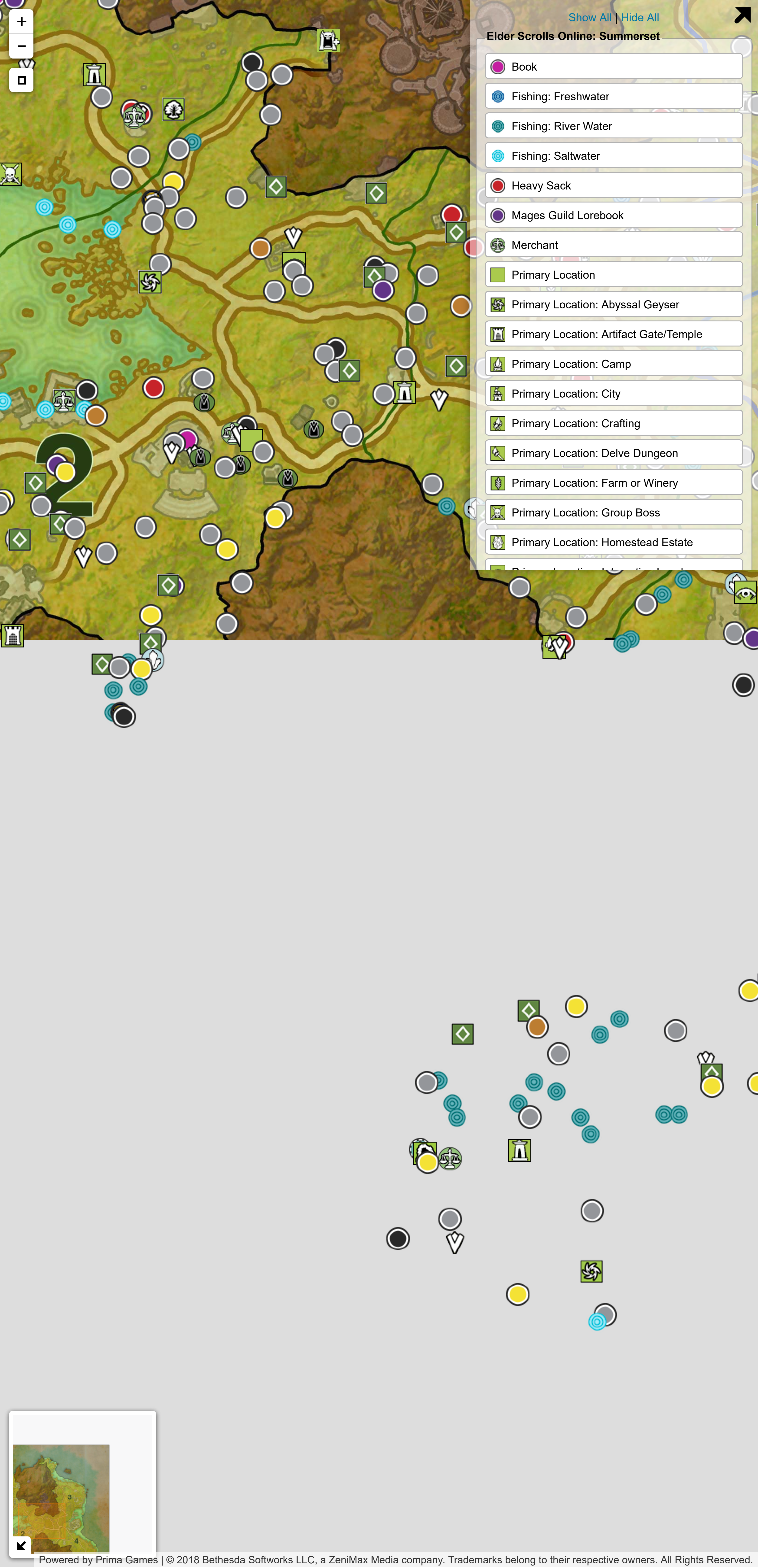
- **Information:** Interior; Secondary Location
- **Entities of Note:** Golden Knight, Ritemaster Iachesis, Sotha Sil, Valsirenn
- **Enemies:** Sload-Risen, Spiderkith, Yaghra
- **Boss:** K'Tora
- **Boss:** Dissonance
- **Boss:** Verdrangu
- **Nearby** Quests: Buried Memories

Over the millennia, the Psijic Order has stored a great many things in their extensive vaults on Artaeum, rarities that needed to be preserved and cared for—as well as a few objects that it would have been better to forget all about.



With the quest active, reach the lonely Artaeum Beach and follow the quest guidance to unlock the various chambers, as you attempt to thwart the mind of a powerful Sea Sload. Be prepared to be warped into K'Tora's Mindscape, a spiral path where you face two of his mind-addled champions before slaying the bloated beast himself.




+
−
Show All | Hide All
Elder Scrolls Online: Summerset
Book
Fishing: Freshwater
Fishing: River Water
Fishing: Saltwater
Heavy Sack
Mages Guild Lorebook
Merchant
Primary Location
Primary Location: Abyssal Geyser
Primary Location: Artifact Gate/Temple
Primary Location: Camp
Primary Location: City
Primary Location: Crafting
Primary Location: Delve Dungeon
Primary Location: Farm or Winery
Primary Location: Group Boss
Primary Location: Homestead Estate
2
3
2
4
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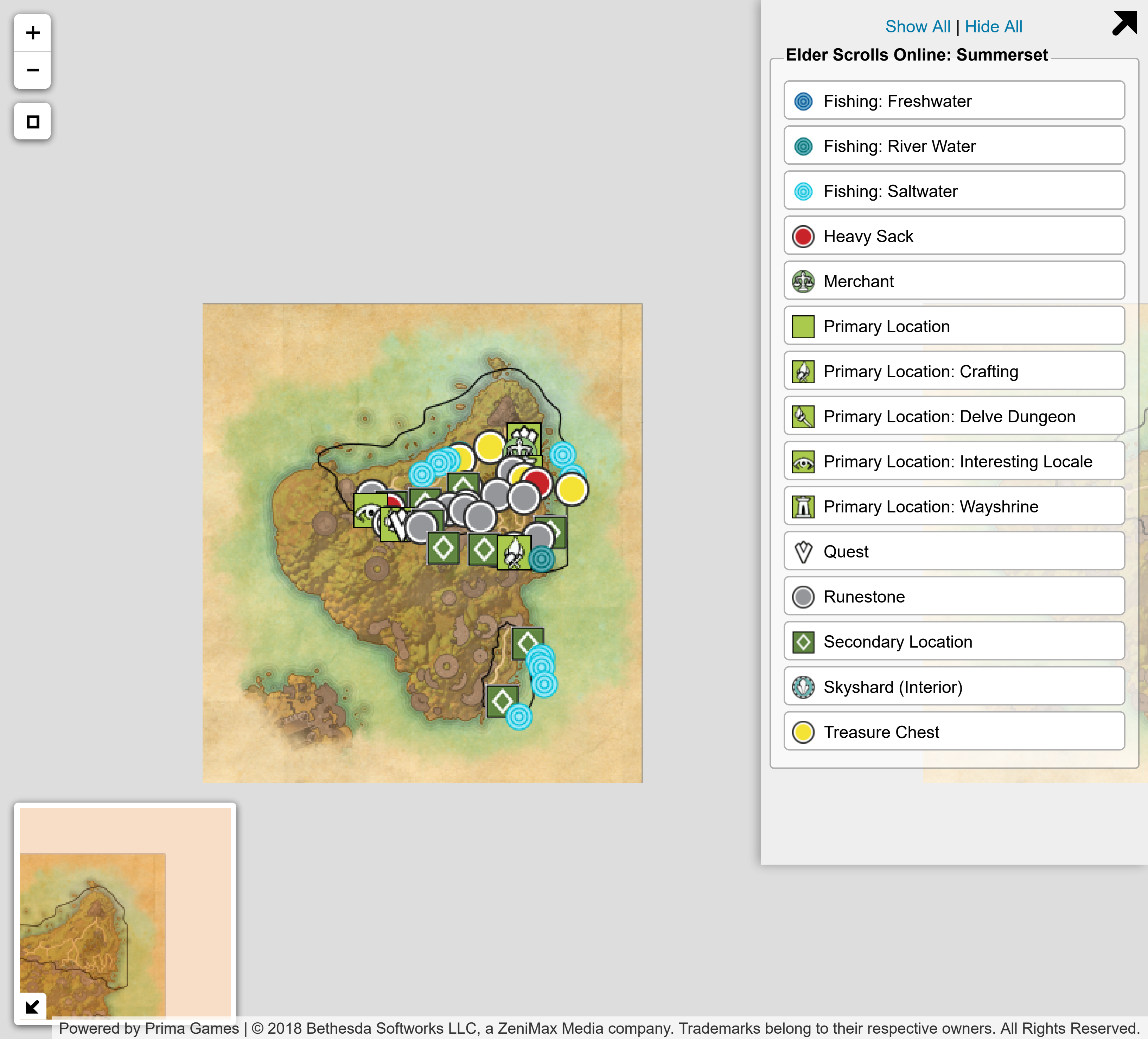
Show All | Hide All
Elder Scrolls Online: Summerset
Fishing: Freshwater
Fishing: River Water
Fishing: Saltwater
Heavy Sack
Merchant
Primary Location
Primary Location: Crafting
Primary Location: Delve Dungeon
Primary Location: Interesting Locale
Primary Location: Wayshrine
Quest
Runestone
Secondary Location
Skyshard (Interior)
Treasure Chest
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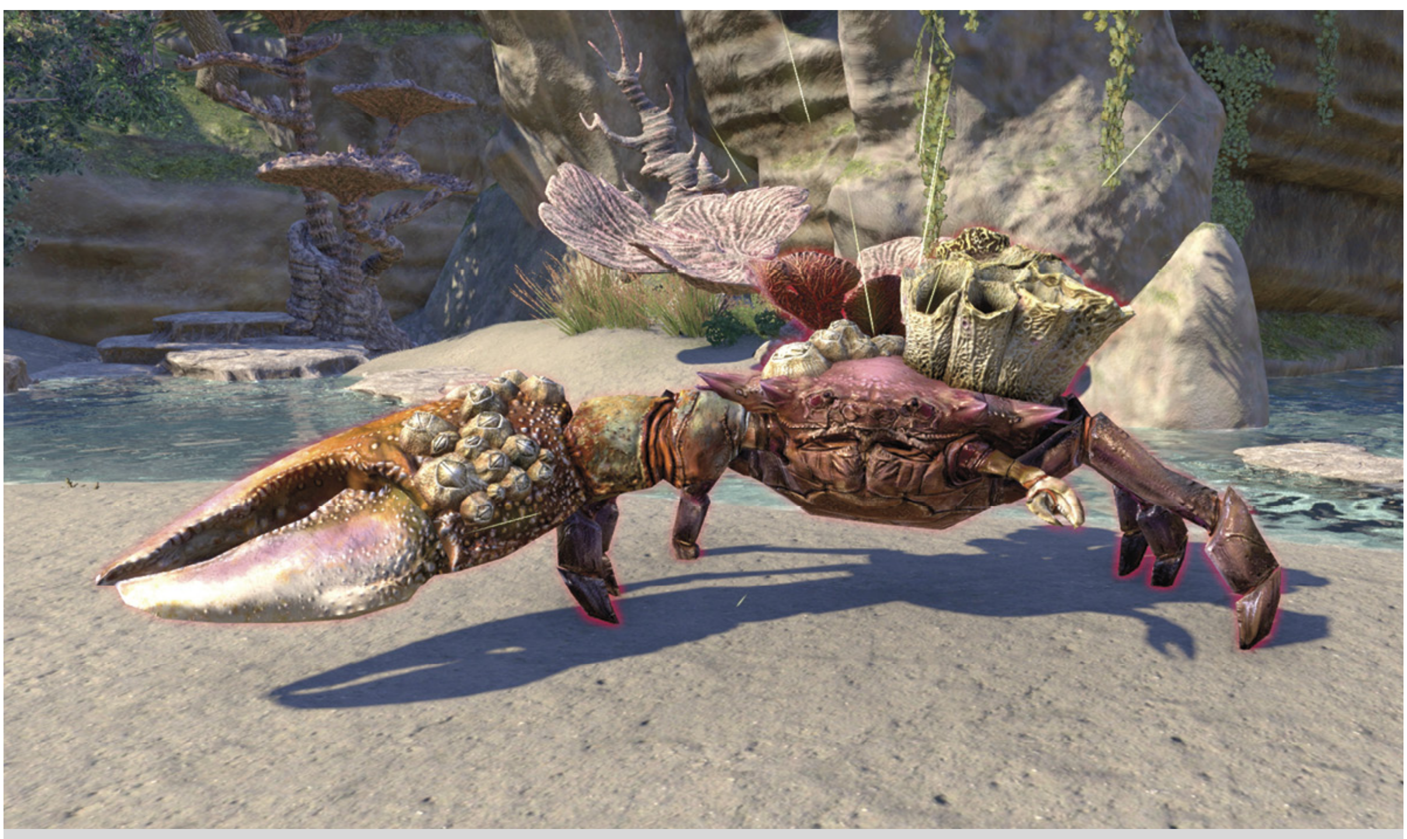
Summerset Bestiary

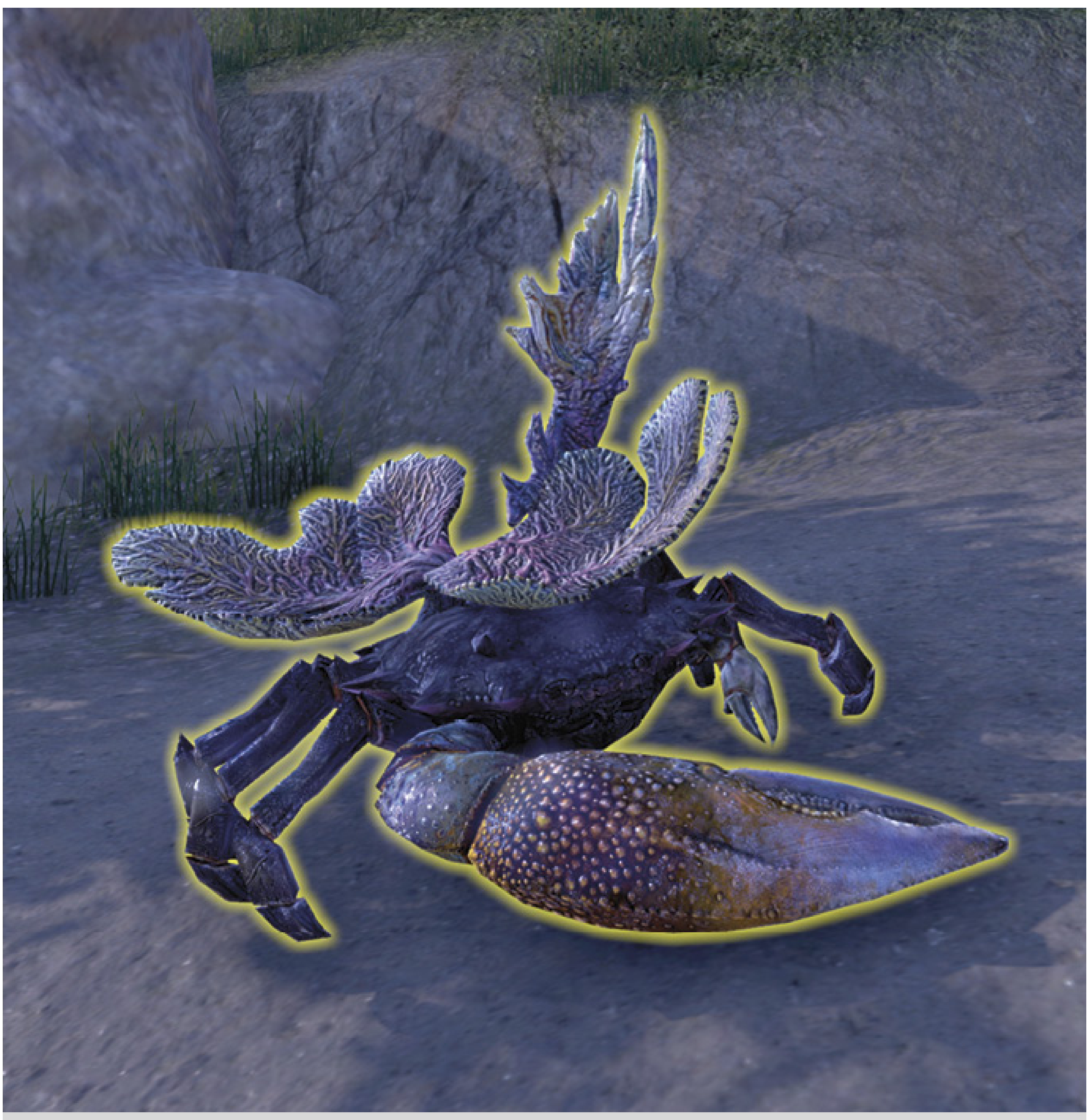
Overview

This chapter covers the newly encountered foes indigenous to Summerset Isle (and “boss” variants of these enemies), as opposed to entities you may have encountered in other parts of Tamriel. For information on the exact enemies for each location, consult the Atlas chapter.

Coral Crab



Coral Crab Boss



Coral Crab

DESCRIPTION

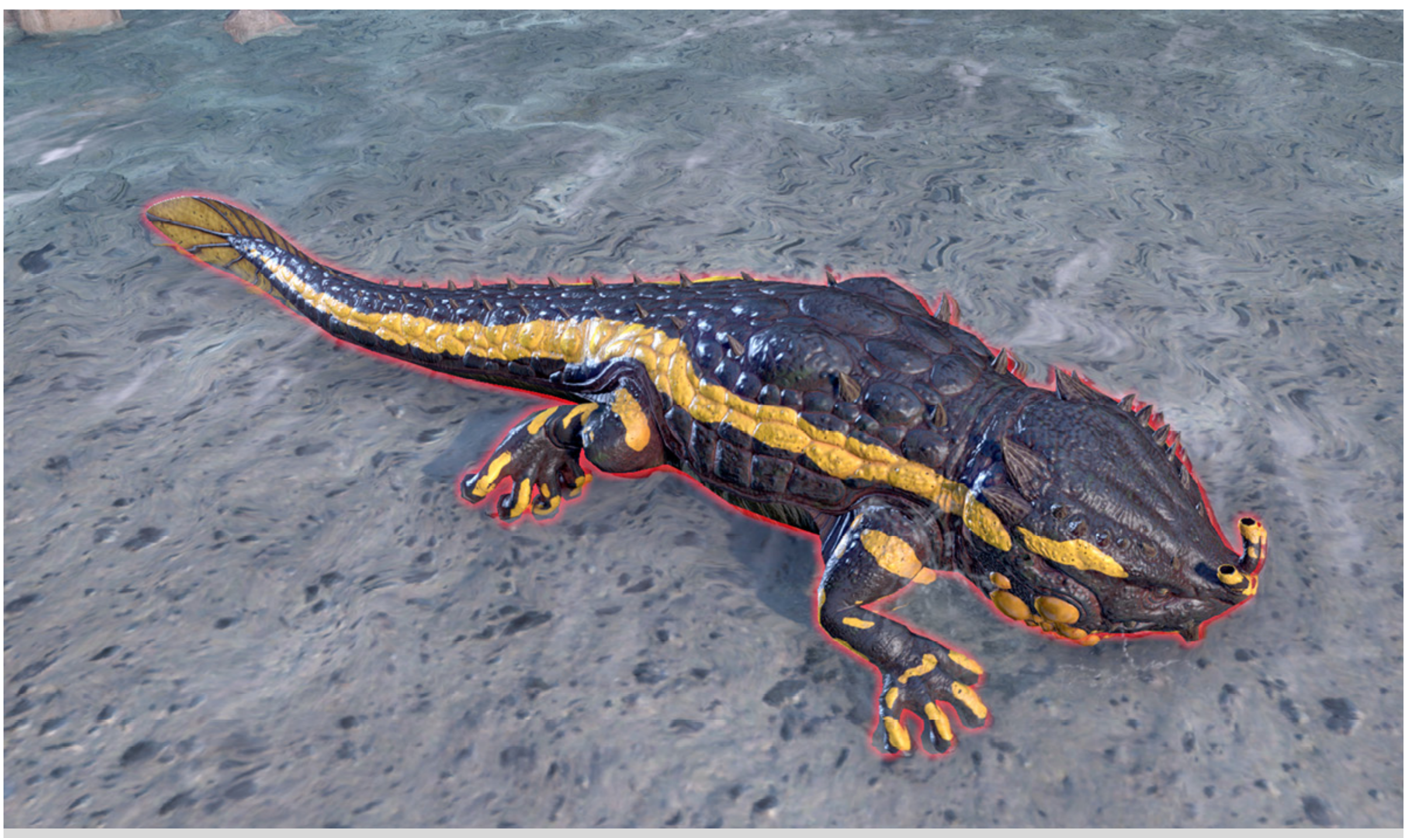
These large crustaceans have adapted to the crystal-clear and coral-filled shores of Summerset Isles: They cover themselves in coral, anemones, and other sea creatures that can be coaxed into taking root on their shells. Their massive claws aren't only for show; they can also crush thick carapaces and pry open the most obstinate bivalves. Most are indifferent to you unless provoked, but the boss variety will attack on sight. Concentrate on slaying these enemies one at a time to prevent them from group-healing, and simply avoid their rather slow attacks and strikes.

ABILITIES

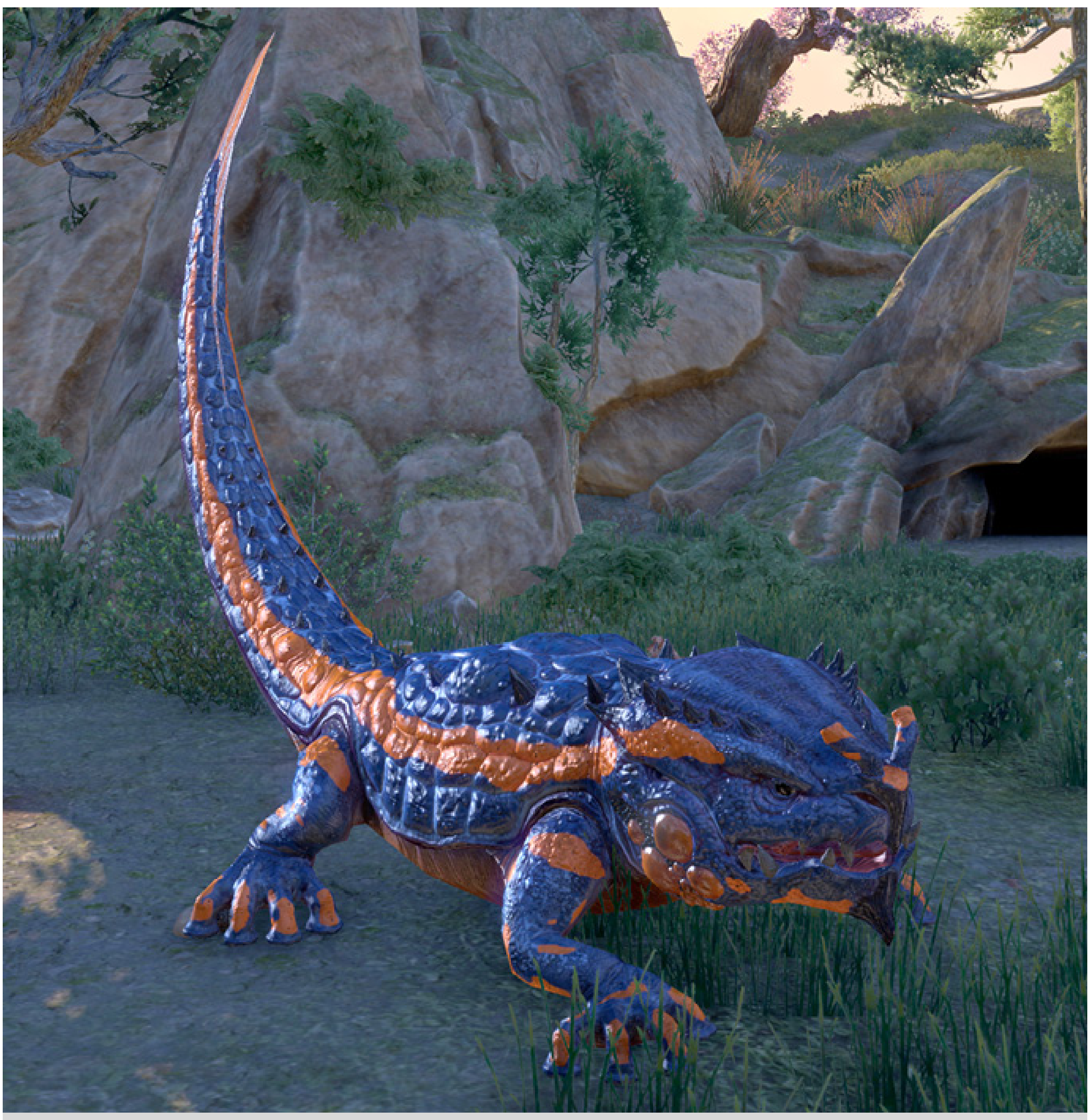
- **Claw (Monstrous Slam):** The crab executes a quick snip, or a backhand with the big claw.
- **Crab Leap (Gap Closer):** The crab leaps at a target location, knocking back adversaries if they are struck.
- **Water Jet (Ranged Attack):** The crab leans back and spits a high-velocity jet of water at its target.
- **Healing Waters:** The crab begins a healing dance, waving its claws in the air to summon injured crabs and healing any crab that enters the area.
- **Perforating Shards (Boss Attack):** The crab plunges its claw deep into the ground and pulls it out violently. A shock wave rushes toward you, and poisoned coral spikes appear in the ground.

Summerset Bestiary

Giant Salamander



Giant Salamander



Giant Salamander (Boss)

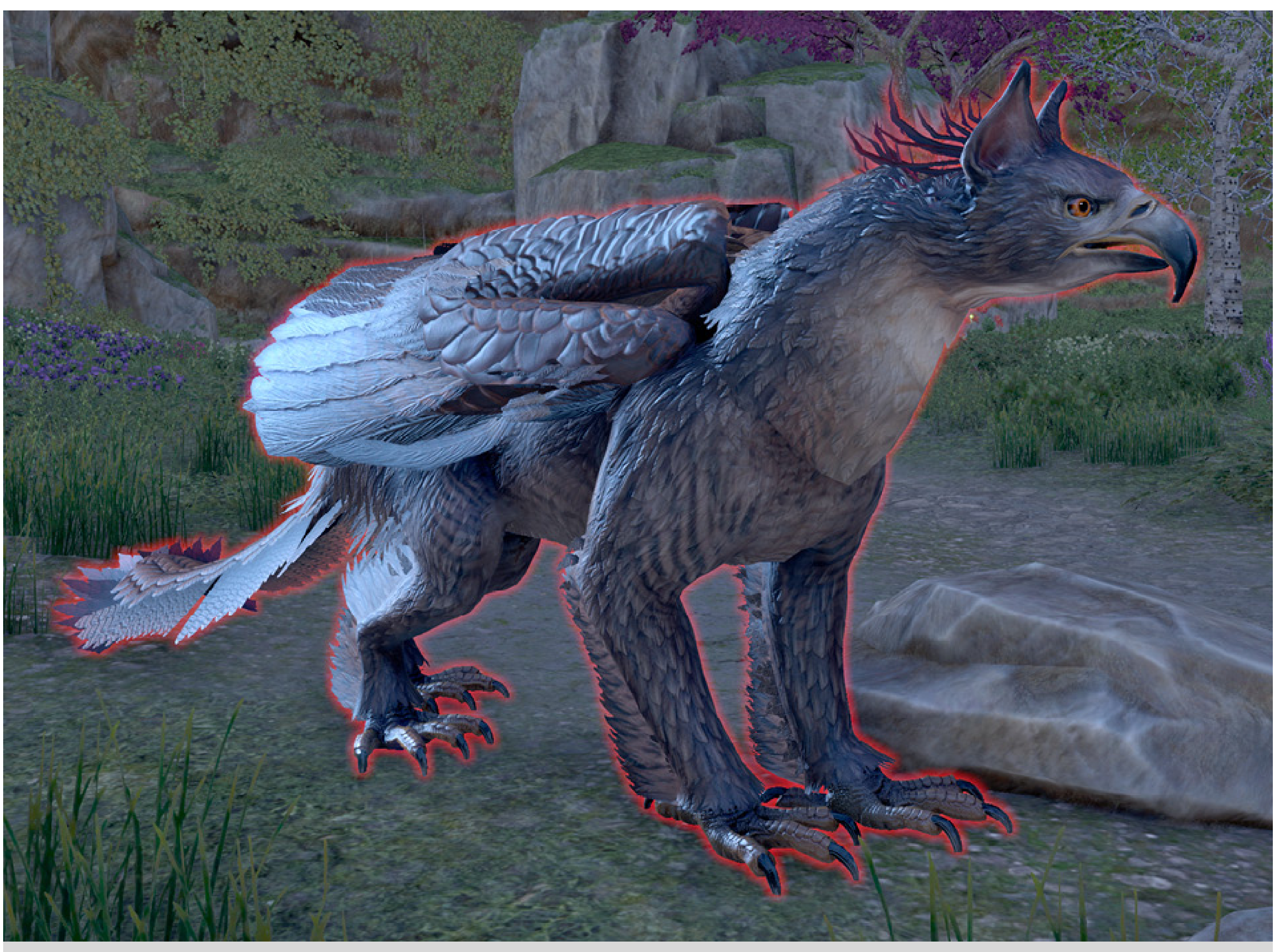
DESCRIPTION

A large, naturally occurring amphibian only seen on the Summerset Isles (and mainly along the coastline). Salamanders adapt to their surroundings and threats by changing their appearance and behaviors: To this end, they have three different forms: Fire, Shock, and Ice. When combat begins, salamanders' markings change to a more red, yellow, or blue color. Execute similar combat defense as you would when encountering a Wamasu—dodging and avoiding their more impressive magical strikes and their tongue-lash, and attempting quick counters, as this foe is quick.

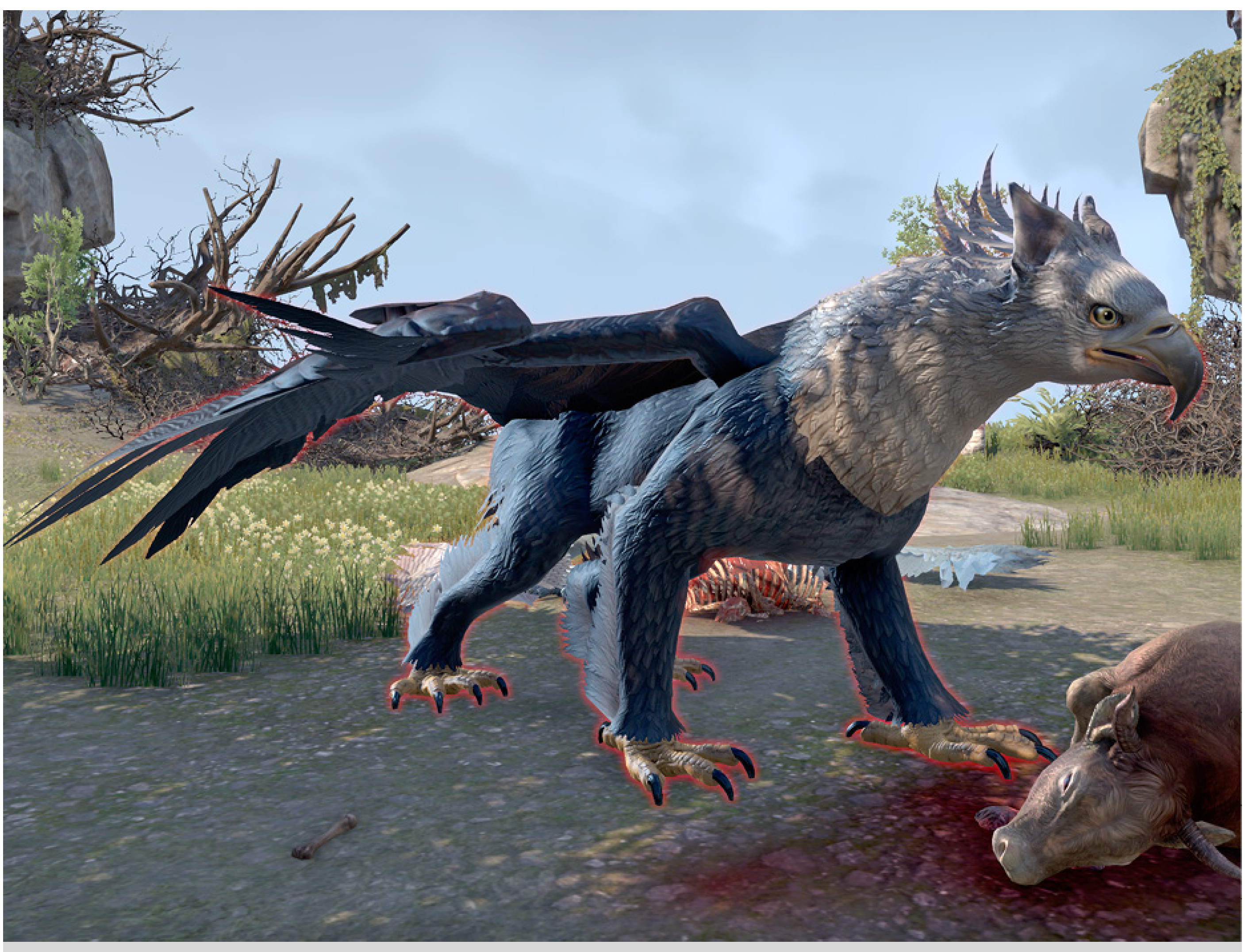
ABILITIES

- **Bite (Standard Attack):** The salamander suddenly leaps a short distance and attempts to bite you with physical damage.
- **Tongue Dart (Ranged Attack):** The salamander extends its lashing tongue to strike you at range, causing physical damage and embarrassment.
- **Adaptation (Flame, Shock, Frost):** The stripes along the salamander's back change color to represent a "new" element it is adapting to. This occurs after the salamander is struck by a specific element (fire, shock, or frost) for a certain amount of damage, or simply at a time of the beast's choosing (randomly, with a longer cooldown period). It now receives a resistance to this element but weaknesses to the two other elements. Once the salamander has adapted, its abilities are specific to that element. Naturally, attack using either of the two elements that the salamander hasn't adapted to!
- **Tail Whip:** The salamander takes an aggressive stance and whips its tail, focusing on a target and inflicting heavy damage if you fail to block.
- **Scurry:** The salamander slithers along at speed, excreting a slippery (and unknown) substance that may slow you slightly, so don't step on it!
- **Embers (Flame only):** The salamander violently shakes, emitting embers into the combat space, which linger and inflict fire damage. Avoid this.
- **Static Release (Shock only):** The salamander concentrates its body's electricity, rolling forward and slamming its tail to release a cracking and expanding line of shock damage, which decreases the farther away from the beast it travels. Watch for the stunning potential of this ranged ground strike too.
- **Cellular Hibernation (Frost only):** The salamander's metabolism slows, and it briefly focuses a shield around itself. Attacks break this shield, but not before the salamander throws an ice projectile at you, possibly hitting other salamanders and healing them slightly.

Gryphon



Gryphon



Gryphon (Boss)

DESCRIPTION

A large, predatory beast with the head of an eagle and the body of a lion. Impressive, aggressive, and ferocious, this is the apex predator on the Summerset Isles. As a hybrid of two known animals, expect combat both on the ground (lion form) and the air (eagle form).

ABILITIES

LION FORM

- **Quick Attacks (Left and Right Talon Slices, Peck):** The gryphon uses its razor-sharp talons or its beak to slice you. Dodge or block these attacks.
- **Quick Attack Combo (Eviscerate):** The gryphon begins to stand and charge, unleashing front claw attacks in sequential order that can stagger you. You can block each of the two charging talon strikes; doing so prevents the third part of the combo. If you do not interrupt the combo, the gryphon lunges, bringing its full weight down on you at close or medium ranges, stunning and knocking you down, after which it attempts to feast on your bowels. Be sure to crowd control (CC) break and interrupt this before the third part of the attack connects.
- **Defensive Posture (Riposte):** The gryphon rises on its hind legs and brings all of its weight down on close, frontal targets in a small AoE cone. Make sure you're not in the cone.
- **Movement (Vault):** The gryphon jumps backward, using its wings to gain additional space between it and a current threat. Expect a rapid reverse jump.
- **Summoning (Group Boss variant only):** The boss gryphon summons two gryphons to aid it in battle.

TRANSITIONAL ABILITY (LION TO EAGLE)

- **Taking Flight (Sudden Gust):** The gryphon beats its powerful wings and creates a gust of wind, taking to low, stationary flight and dealing light damage. It then switches to Eagle form.

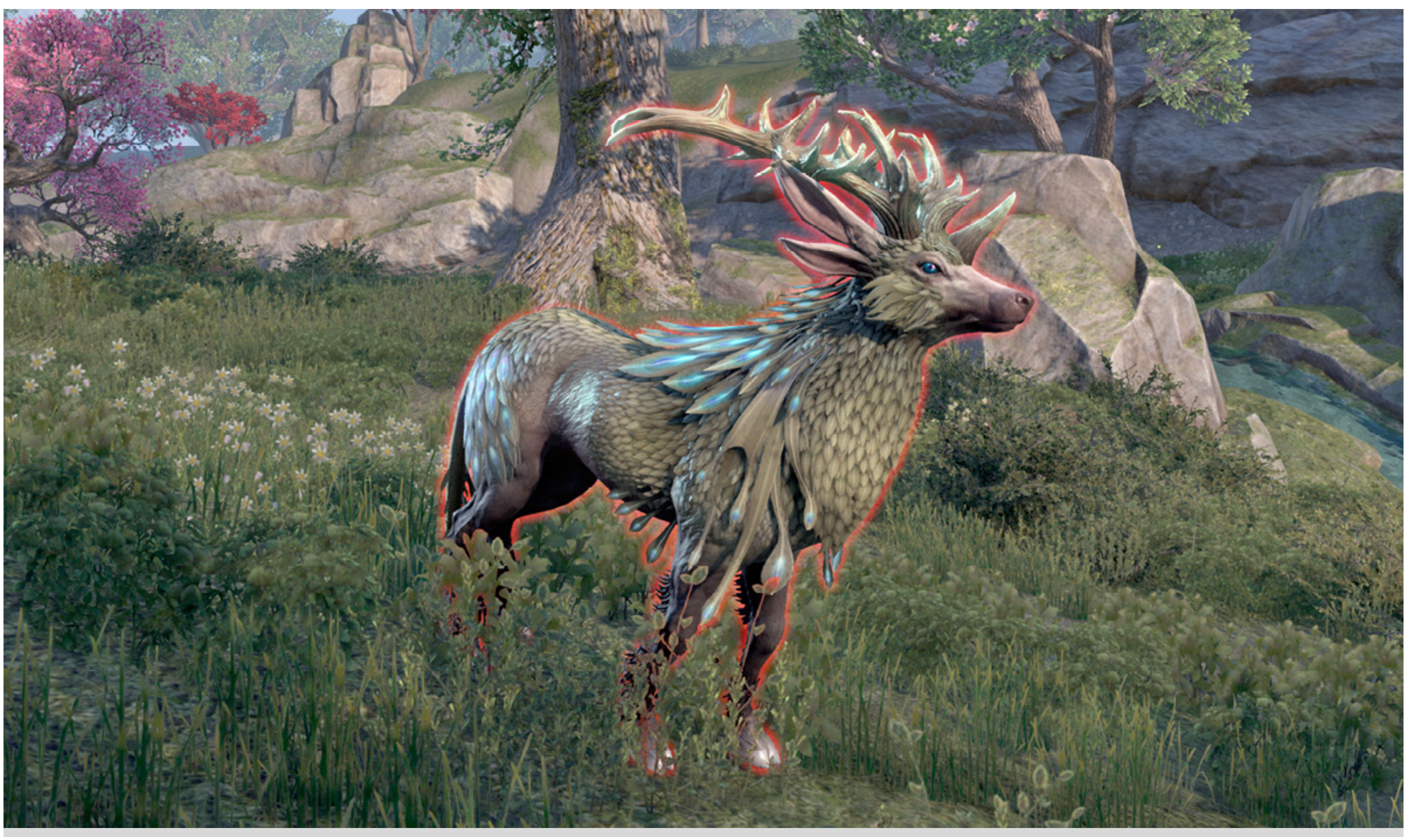
EAGLE FORM

- **Quick Attacks (Left and Right Talon Swipes):** The gryphon hovers and uses its rear talons to slash at the target below. Dodge or block these attacks.
- **Line Attack (Cyclone):** The gryphon quickly spins in the air, creating a large, fast-moving vortex that accelerates toward you, knocking you in the air, giving the gryphon a chance to cast "Aerial Pounce" on you. This is an AoE attack with the possibility of Knockup. Avoid this. A group boss variant can execute a Cyclone attack, but with the vortex persisting in the combat space, releasing smaller, traveling vortices, which you should avoid too.
- **Upward Strike (Death from Above):** The gryphon quickly flies toward you, unleashing a vicious AoE vertical strike with talons and claws. A group boss variant can affect numerous targets in a moderately sized radius at the end of the attack.
- **Barrel Roll (Bird's-Eye View):** The gryphon repositions itself with a linear barrel roll, damaging targets along its path. This is more of a defensive attack, usually occurring once the gryphon has taken high damage in a short period of time. Avoid it. A group boss variant increases the speed of the barrel roll, and the roll releases small traveling vortices that damage and snare you (like the Cyclone attack).

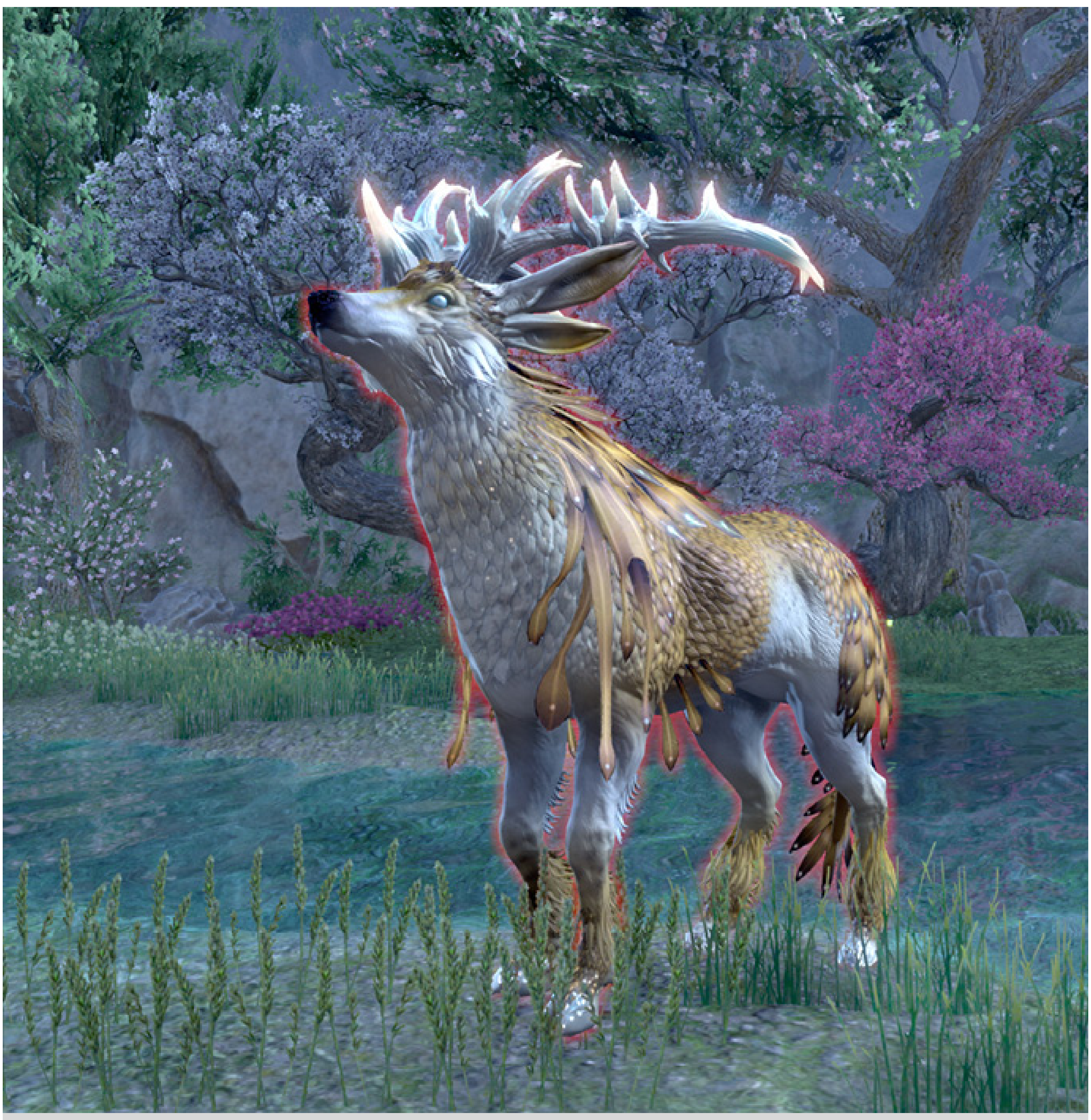
TRANSITIONAL ABILITY (EAGLE TO LION)

- **Quick Landing (Aerial Pounce):** The gryphon hovers before suddenly flying toward you with immense speed. Nondirect targets are knocked back. You are knocked down and pinned under the gryphon if you don't get out of the way of this knockdown and are stunned. Expect Lion Form attacks after the landing. The gryphon favors those struck by Cyclones. There is a group boss variant that increases the force of the landing, shredding the ground and sending debris flying as line attacks in front of the gryphon.

Indrik



Indrik



Indrik (Boss)

DESCRIPTION

Sharing similar qualities to the Spriggan, the Indrik is a physical manifestation of Nirn that takes the form of a majestic beast. Indriks are highly intelligent and highly territorial, and attack anything deemed a threat to its current form or the environment. When slain, it disintegrates back into the energy of Nirn. It prefers to stay at range when threatened, using its primary teleport ability to threaten and coax foes away from its habitat.

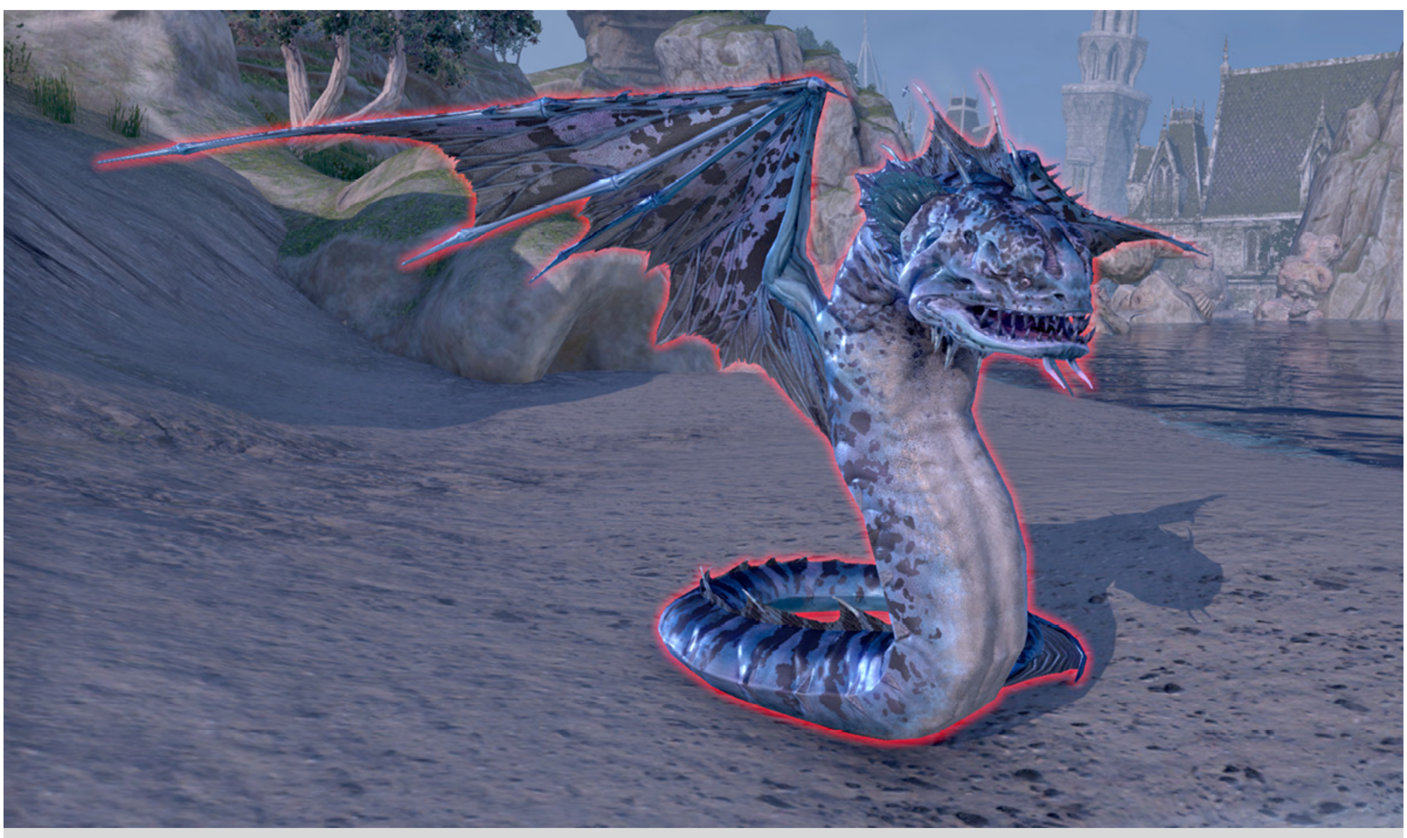
ABILITIES

- **Quick Attack (Rime):** The Indrik bows its head, aiming its horns toward a target and releasing a beam of frost that deals cold damage. Using a roll dodge is the only way to avoid it.
- **Teleport (Projection):** The Indrik focuses, using its connection to Nirn to adjust its position by teleporting. The Indrik's focus quickly opens a portal at its location and destination, as it leaps through one and appears at the other. It can also retreat back to its initial portal for a brief moment. This has a short cooldown, it's aggressive, and it can cause you to lose track of the foe.
- **Single Line Attack (Hyper Awareness):** The Indrik rises up, violently stomping with a head bow, forcing an Indrik spirit to leave its physical form and sprint toward you, dealing physical damage and knocking back anything in the way. The spirit eventually dissipates. Watch for the stagger this inflicts, and dodge or otherwise avoid it.
- **Aggressive Maneuver (Conflagration):** The Indrik sprints toward you, leaving a wall of flame in its wake for a few seconds. Players affected by this wall of flame are snared and take flame damage. So avoid this moving AoE, flame-damaging wall if possible.
- **Lightning Call (Static Charge):** The Indrik rises up onto her hind legs, releasing a loud call. Numerous small AoE lightning strikes pepper the combat space around players who have irked this foe. The storm lasts for a few seconds and is interruptible.

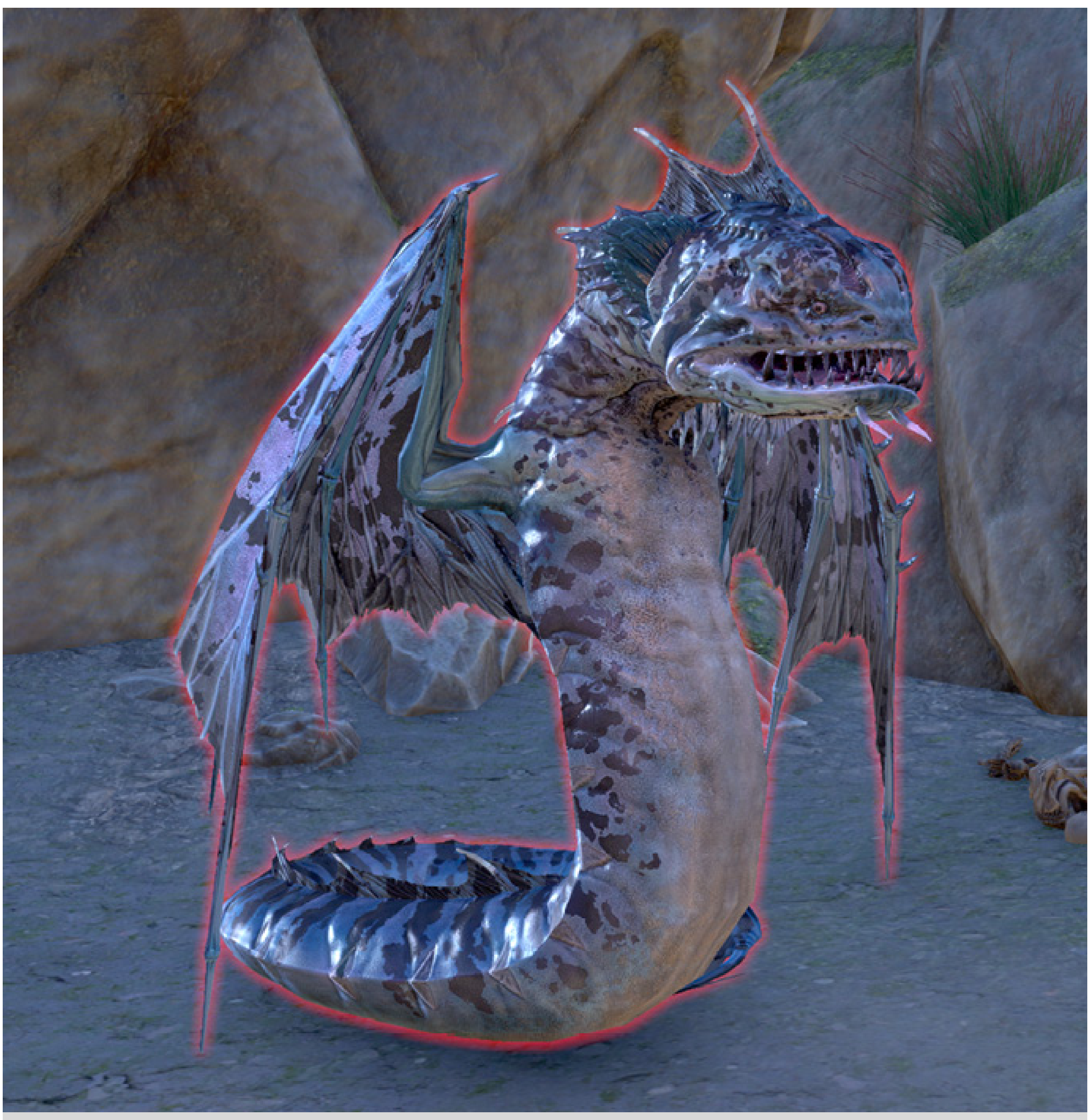
ADDITIONAL POWER AND ATTACKS

Caanerin, the Indrik group boss, inflicts super-charged versions of some of these elemental attacks, and possesses some additional abilities. Consult the "Taming the Wild" quest in the Daily Group Quests section to learn more about defeating Caanerin.

Reef Viper



Reef Viper



Reef Viper (Boss)

DESCRIPTION

Though diminutive, and kept as pets by some adventuring sorts, the Sea Adder is a deadlier serpent compared even to the giant snake, preferring to get up close to its opponents. They also carry a sticky internal fluid that aids in catching and digesting the snake's prey. The larger Reef Viper is even more deadly, and a Boss variant is more deadly still.

ABILITIES

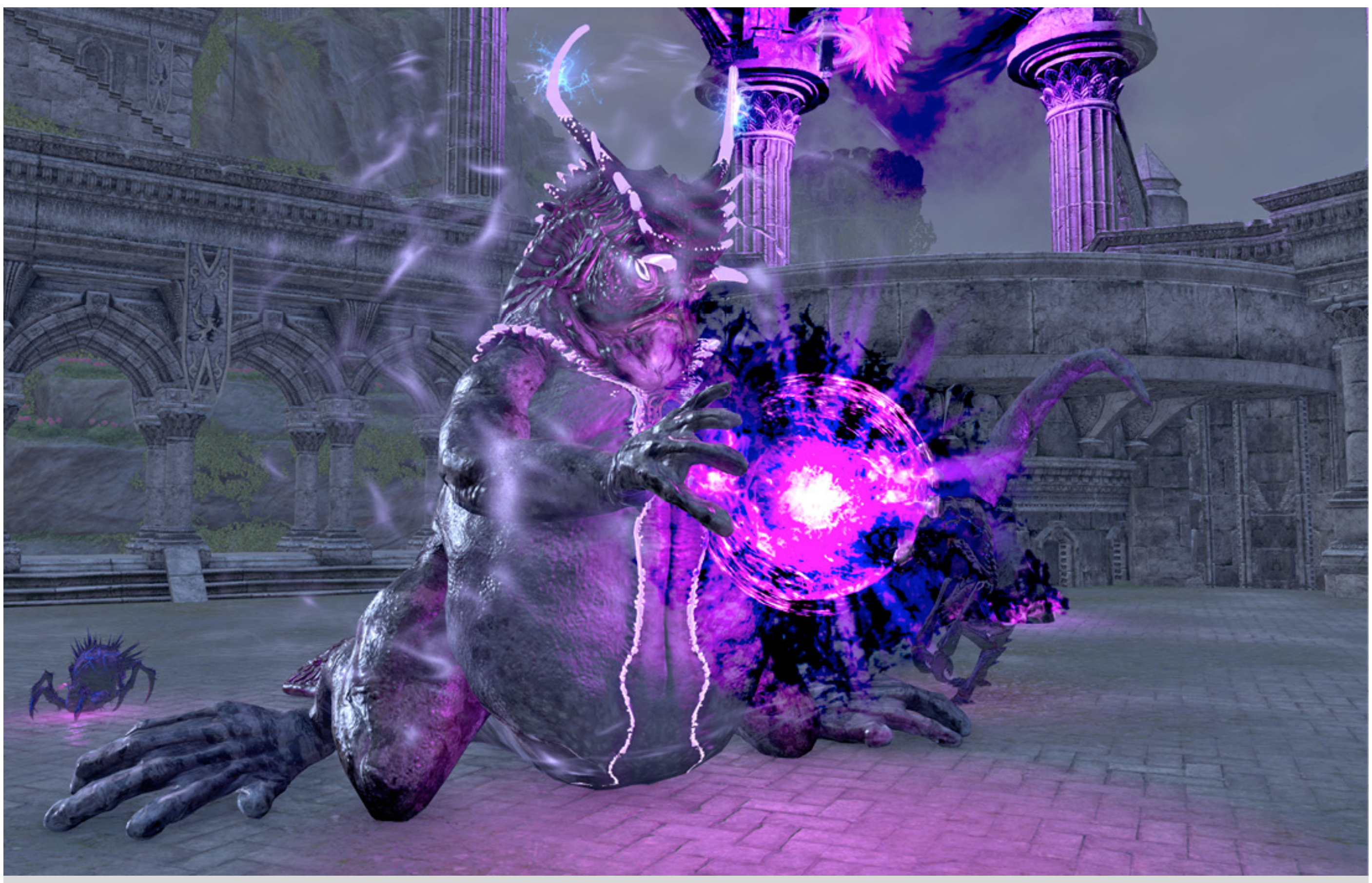
- **Melee Attack (Bite):** The snake quickly strikes at a close-range target, digging its fangs into the victim. Avoid.
- **Ranged Attack (Spring):** The enemy coils up and launches into the air, quickly gliding to a target and closing the gap between them. This is simply to reach you so melee attacks can begin; you can back away or engage as you wish.
- **Close-Range Attack (Constricting Strike):** The enemy rises into an aggressive stance, then launches an attack. If you don't block it, expect to be stunned as the snake quickly attempts to coil around and bite at you. After it releases you, you're knocked to the ground. If you block, the snake bounces away, landing off-balance. There is a possibility of a stun or knockdown here.
- **Regurgitation (Bile Sac):** The snake brings up a portion of its last meal and projects it at you. This is sticky and creates a small hazard in the combat space. Expect to be entangled if you step on it (heavy snare). Move to the outer radius of the attack to break free, or wait until the bile expires. This is an indirect attack.

GROUP BOSS ABILITIES

- **Airborne Uncoiling (Swipe):** The foe coils up tightly, then ascends before uncoiling and striking. Expect point-blank AoE damage (knockback and knockdown) if you don't block or dodge in time.
- **Ground Pound (Slam):** The snake coils and leaps into the air before landing with significant force, instantly sending an AoE wave out from the point of impact. Waterspouts may spring up randomly, and if you're caught in one, expect to be flung skyward (knockup). Avoid.
- **Movement (Reposition):** Usually around halfway through the battle, the foe attempts a Spring ability to move and land in a new part of the combat space. This is the farthest the otherwise reasonably stationary foe will move, and the ability isn't aggressive.
- **Spawning (Splatter):** Expect tiny spawning snakes to appear under and around the foe. These are hazardous to step on, as the baby adders explode, tethering you with a snare. Expect ranged players to have the most trouble dodging or avoiding this spawn.
- **Spawn Call (Screech):** If you hear an inhuman screeching toward the end of the fight, expect any spawned baby adders to seek out the closest player and explode. More baby adders spawn around the main foe to threaten melee attackers. Expect the baby adders' explosions to be faster and their tethering a little more effective. Multiple explosions affecting a single player may bring them down (knockdown).

Summerset Bestiary

Sea Sload



Sea Sload (Boss Z'Maja)

DESCRIPTION

Sea Sload are powerful, large, and revolting beings that use telepathy to speak. They are engorged, slug-like monstrosities, but their portly form belies immense magical prowess. There are four known Sea Sload within the confines of Summerset (and these foes may have attacks specifically called out in a quest):

- **K'Tora:** the leader of the cabal, a "male" who specializes in mind magic. He resides in the Psijic Relic Vaults (Artaeum).
- **K'Garza:** active in the public dungeon Karnwasten; a "female" who specializes in necromancy.
- **B'Korgen:** a group boss and "male" who specializes in alchemy.
- **Z'Maja:** a dungeon boss in Cloudrest; a "female" who specializes in shadow magic. General attacks are detailed below.

ORB ABILITIES

- **Summoning Orb (Pearlescent Orb):** Two orbs rise, one near the Sea Sload and the other close to you. More than one of these orbs may be active at once. A group boss may summon as many orbs as there are party members and attempt to surround himself with them. These defensive orbs prevent ranged attacks against the Sea Sload. Focus fully charged heavy attacks on the orbs to remove them.
- **Energy Shield (Hallucinosis):** A shield of psychic energy around the Sea Sload is created, acting as a primary defense. When taking damage, this shield may pulsate and expel a kind of "psychic blister" that inflicts AoE Mental Magic damage on the attacker and nearby combat space, which also activates pearlescent orbs. Yaghra are summoned when these pearls are hit by the AoE. When damage inflicted reaches maximum on the shield, it explodes, spewing a number of slow-moving magical line attacks in all directions. If you're caught by any of these attacks, expect to be snared with Ticking damage. There is a group boss variant that bursts into a single, massive AoE attack once maximum shield damage is reached.
- **Orb Reposition (Mental Manipulation):** The Sea Sload moves the positions of any of its pearlescent orbs, pushing them around the combat space. Avoid these; they can damage and stagger you if they strike you.

ABILITIES

- **Mental Strike (Mind Blast):** The Sea Sload focuses mental damage with pinpoint force, inflicting both pain and staggering on the target ahead. This also marks the target for a number of seconds, making them the primary focus for any nearby Yaghra. When used by a group boss, this can affect multiple targets. Avoid.
- **Wave Portal (Cognitive Dissonance):** When the Sea Sload is threatened, it creates a hydro-portal, and then a second one at least 15 meters away (and usually within range of an orb). This is its defensive move to get away from combat. Follow and press your attacks home.
- **Ally Buff (Engorge the Horde):** The Sea Sload congeals a mystical ball of energy, releasing it to target nearby melee or ranged Yaghra, and applying a buff; any Yaghra caught in this medium-sized AoE are affected. Focus on Yaghra takedowns to ensure strengthened Yaghra are kept to a minimum.
- **Self-Heal (Ingurgitate):** The Sea Sload commands an orb to it, which is then absorbed and consumed, giving the Sea Sload a rapid health regeneration. A group boss variant allows multiple orbs to be absorbed simultaneously. Removing the orbs becomes much more important, so focus heavy attacks on them to remove as many as you can.

PRIMA GAMES

The Elder Scrolls Online

SUMMERSET

Summerset Bestiary

Yaghra (Varieties)

Yaghra are a variety of fantastic creatures, followers of an unspoken social hierarchy that live in Nirn's many oceans and seas. The extent of the Yaghra's spread across the world is generally unknown, and they have no names known to surface-dwellers. These creatures seem to be susceptible to the power of necromancy, or the mind-control of Sea Sload. There are four main types of Yaghra; each with their own hierarchy and attacks.

YAGHRA LARVA

Yaghra Larva (Minion)

DESCRIPTION

Created from a species of crustacean-like bottom-feeders, Yaghra Larva have (or had) a symbiotic relationship with other sea life. They are workers, peons, and servants, low in the Yaghra social hierarchy. There are Minion, Suicide, and Hoarder varieties, all with main abilities, and each with a unique ability or two.

ABILITIES

- **Quick Attack (Flog):** The Larva holds its position, rears up, and bashes its forelegs on you. Avoid or block.
- **Quick Attack (Body Bash):** The Larva holds its position, pushes up, and pierces or bashes you with its bulbous abdomen. Avoid or block.
- **Ranged Attack (Spiked Missile):** This attack is attempted primarily on targets that have been "marked" by a Spewer using its Luminescent Mark ability. The Larva hunkers down, then launches itself, sticking to the target for a brief time (Crowd Control). Avoid or block. Roll dodge to dislodge one if it attaches to you.
- **Defensive Spurt (Momentous Discharge):** The Larva launches a disgusting spray of goo at you with explosive speed, while simultaneously propelling itself backward. Avoid this.
- **Suicidal Burst (Explosive Toxins):** The longer the Larva is in combat, the more likely it is to stop attacking at range, charge you, and explode in a burst of poisonous damage. Larva that emerge from Monstrosities are more likely to execute this attack. The ensuing Area Denial is also problematic, so dodge this if you can. The "Suicide" Larvae immediately launches this attack.
- **Running (Scuttle and Chromatophorus) (Hoarder-only):** The Larva Hoarder runs in a random direction, then begins pulsating before camouflaging into the environment. As these foes drop rare or valuable crafting materials, gold, and weapons or armor upon death, try to ascertain where they are and slay them. Hoarders are a rare spawn variant from the Monstrosity and have a small chance to spawn from small geysers and tidal pools.

YAGHRA STRIDER

Yaghra Strider

DESCRIPTION

Extremely aggressive, Striders show an impressive amount of unwavering loyalty to the greater Monstrosities, whom they view as their leaders. They also seem to revere Sea Sload as their gods. Striders act as soldiers, defending the Yaghra nest.

ABILITIES

- **Quick Attack (Lacerate):** The Strider lashes and pinches at its target with either front limb. This causes bleeding if it connects. Dodge or otherwise avoid it.
- **Heavy Attack (Reave):** The Strider aggressively extends its lower mandibles and bites you. This can stun and knock down, so be sure to block it.
- **Multiple Attack Combo (Frenzy):** The Strider makes a strange noise before beginning a sequence of vicious physical attacks, with increasing damage if left uninterrupted. Nearby Yaghra Striders that hear the noise also have a high chance of frenzying. Expect faster basic attacks and a high probability of this attack occurring if a Monstrosity has completed its Luminescent Mark ability on one of you. Interrupt this, ideally when you hear the noise before the attacks start.
- **Closing the Gap (Lunge):** The Strider suddenly lunges, teeth-first, and lands where you were when it started the attack. If you didn't move, it sinks its teeth into you. So move! The landing AoE also creates damage, so retreat far from your position when the attack starts, if possible.

YAGHRA SPEWER

Yaghra Spewer

DESCRIPTION

Spewers have a similar social standing but exhibit more conservative ranged combat. They seem to call out targets for Striders to focus on and are intent on creating dangerous areas for their enemies to avoid.

ABILITIES

- **Quick Attack (Purge):** The Spewer fills its fluid sac with a quick inhale before forcing the blast at you. Avoid it.
- **Quick Attack (Streaking Swipe):** The Spewer, when engaged at melee range, slashes and pinches at you with its front limbs, dealing physical damage. Block or avoid it.
- **Sky Projectile (Deluge):** The Spewer aims its head upward and excretes projectiles several times until it runs out of fluid or is interrupted. The excretions land randomly around you, inflicting ticking damage to those entering the AoE they create. These filth bubbles burst after a few seconds, dealing heavy damage to those nearby. Enter the AoE radius before the burst, and you can expect to force the bursting with associated damage. Interrupt the attack to minimize the bubbles, and avoid the bubbles entirely.
- **Projectile Marking (Luminescent Mark):** After filling its back sac, the Spewer forces facial excretion at you, covering you with filth and marking you as a prime target for other enemies (in addition to minor ticking damage). The Spewer is propelled backward a little when it launches the attack. Expect to be targeted by the Strider's Frenzy, and Larva's Spiked Missile abilities if marked. Avoid.

YAGHRA MONSTROSITY

Yaghra Monstrosity (Boss)

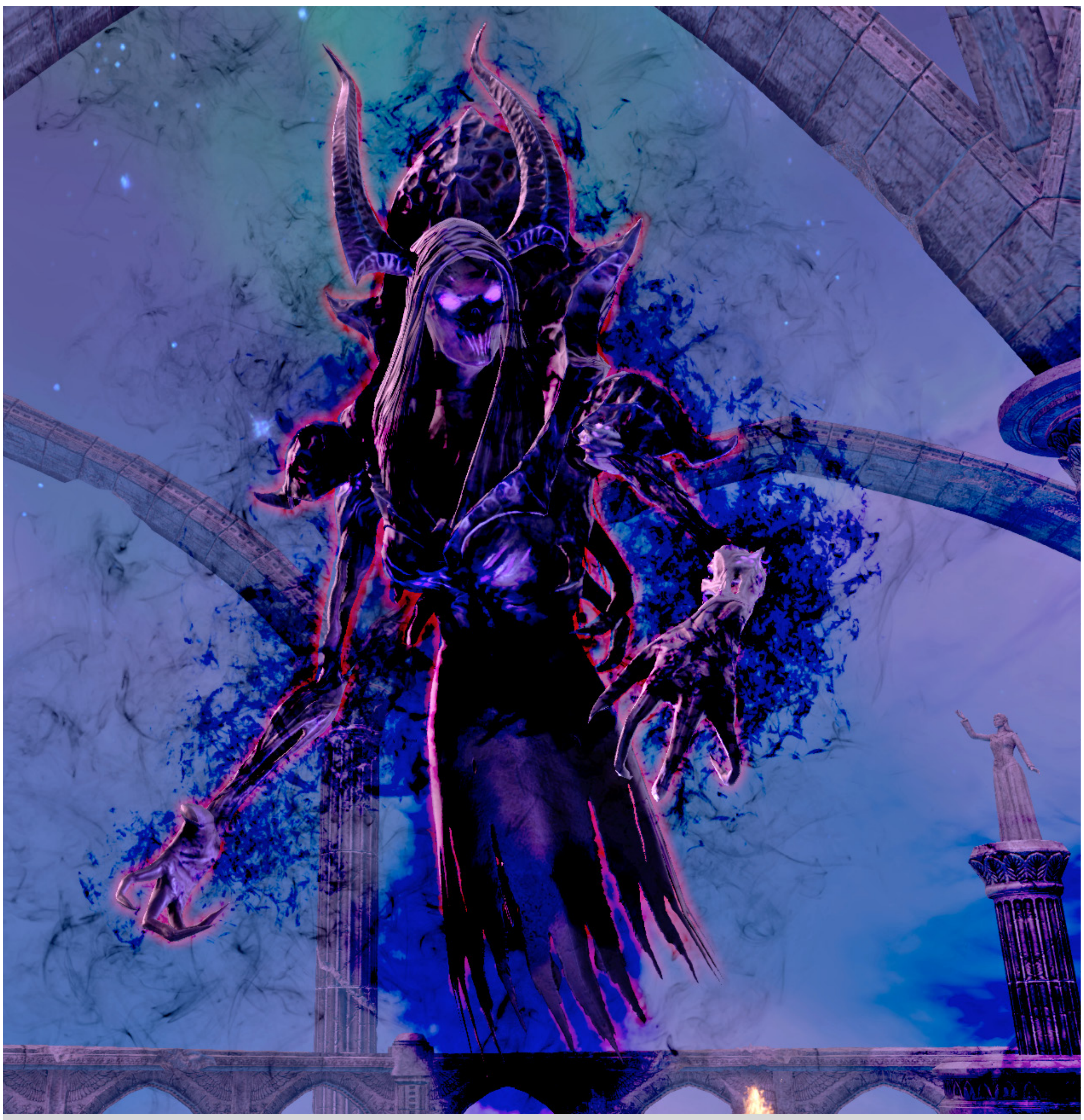
DESCRIPTION

An obvious source of the Yaghra Larvae, these steadfast commanders oppress the battlefield through rapid reproduction and an almost unnatural (yet commanding) bond with all their lesser brethren.

ABILITIES

- **Quick Attack (Stab):** The Monstrosity uses either of its massive front limbs to stab at you with a downward motion. Avoid.
- **Heavy Attack (Impale):** The Monstrosity stands on its rear legs and slams down at you in an attempt to impale your skull. Expect an AoE immediately in front of the foe. Avoid.
- **Summoning (Tocochlea):** The Monstrosity convulses and forces Larva foes from its frontal abdominal orifice. Afterward, the Monstrosity jumps to its feet and continues combat or runs at you and explodes. This is a passive, defensive maneuver.
- **Summoning (Hoarder):** A Larva Hoarder may be summoned by a Monstrosity. Expect this to occur more often if combat against the Monstrosity is taking time to complete.
- **Projectile (Pustulent Eruption):** The Monstrosity shakes its rear abdomen, spilling fluids in all directions; these multiple line attacks are AoE, interruptible, and leave a pool of filth at the end of them for a few seconds before they bubble and burst apart, causing poisonous damage to affected targets. Interrupt this attack and avoid the projectiles.

Gloam Knight (Shadow of Nocturnal)



Gloam Knight (Two-Armed Form)

DESCRIPTION

This is Nocturnal's champion, a warped and twisted husk of Tundilwen, Earl of Nocturnal. It feels hate, embodies mystery, and has no sympathy. You face it atop the Crystal Tower, at the culmination of the Main Quest line. Consult the quest itself for more pertinent tactical knowledge.

ABILITIES

- **Birthing:** The Crystal Tower stone is being reforged with Nocturnal's magic. Numerous pools of shadow appear around the combat space. From these pools appears Tundilwen, a previously defeated entity, which is essentially the first version of this enemy that you face. It is imbued with massive amounts of shadow energy. Step away from the pools, as they are hazardous.

- **Escalation:** After losing health to your attacks, this foe creates multiple shadow pools and grows four additional arms (creating a six-armed form). Though the pools are now less hazardous, the entity has other abilities (thanks to the additional appendages).

- **Two-Handed Quick Melee Attack (Shadow Rend):** The enemy uses its manifested clawed hands to swipe at you, dealing oblivion damage if you don't block it.

- **Six-Handed Quick Melee Attack (Shadow Rend):** The enemy uses all three arms on each side to swing in rapid succession, each dealing oblivion damage if you don't block it.

- **Two-Handed Quick Ranged Attack (Shadow Pulse):** The enemy throws a shadow projectile that deals oblivion damage if not blocked.

- **Six-Handed Quick Ranged Attack (Shadow Pulse):** The enemy throws a shadow projectile from three of its six hands on either side of its body; each deals oblivion damage if not blocked.

- **Mouth Beam (Shade Impulse):** The enemy opens its mouth and leans toward the target (medium to long range) and releases a sustained beam of shadow energy. Avoid this, or interrupt it before it happens.

- **Shadow Stun (Sovereign Darkness; Two-Handed Only):** The enemy lunges at you, grabbing and stunning you, pulling your shadow away from your form and flinging you into one of the shadow pools. Dodge this.

- **Summoning (Singularity; Six-Handed only):** The enemy summons a singularity from above, which falls into a shadow pool, inflicting moderate to large AoE damage. Targets are pulled toward this mass unless you break free (CC break), causing the singularity to evaporate. Targets pulled into the mass are pushed back, taking oblivion damage and getting knocked over.

- **Coagulation (Dark Matter; Six-Handed only):** The enemy commands space and time, coagulating it at a location to deal oblivion damage. The Dark Matter then forms a number of shade apparitions (random class, with a number depending on how many are fighting the enemy), which immediately engage you.

Appendices

Overview

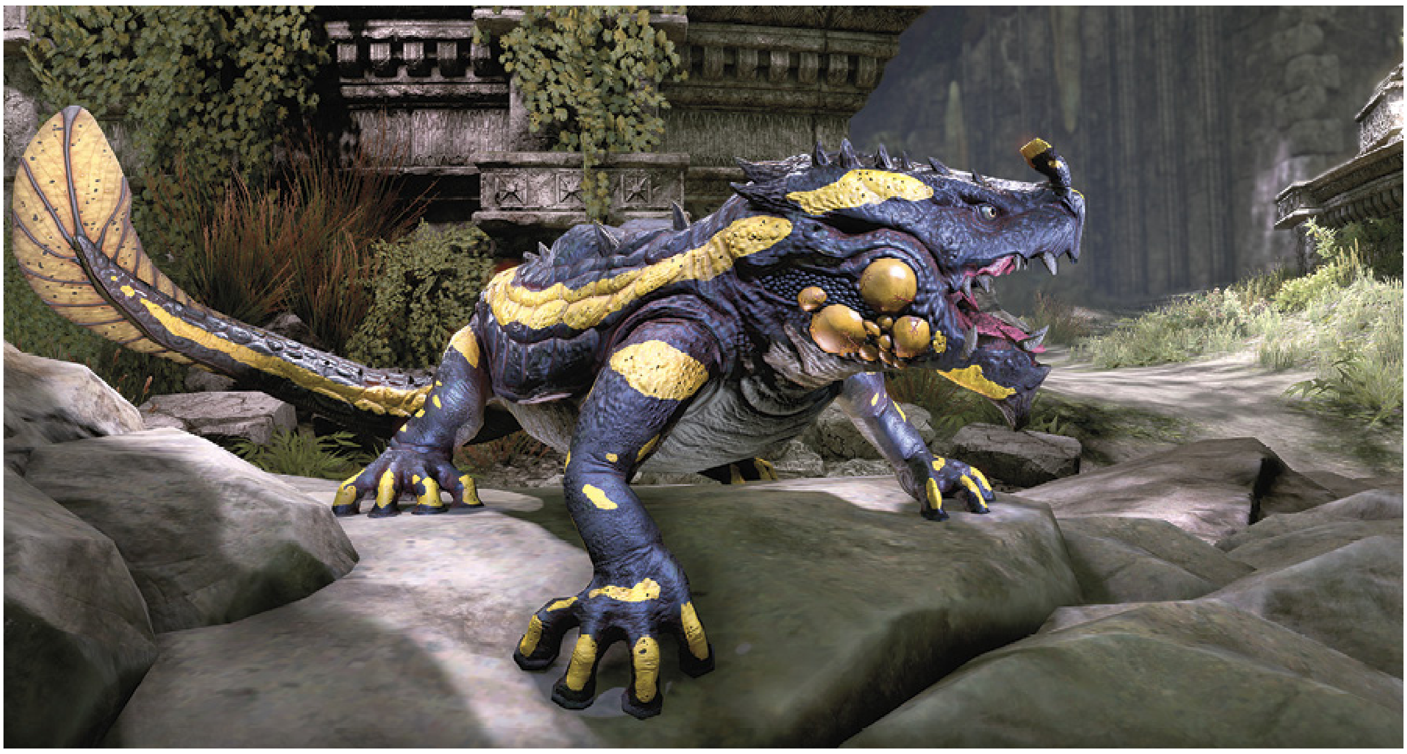
These Appendices provide full lists of new inventory items, as well as location-related collectibles found throughout Summerset Isles. Many of these are required for achievements, which are detailed in their own section.

Appendices

Collections: Preorder

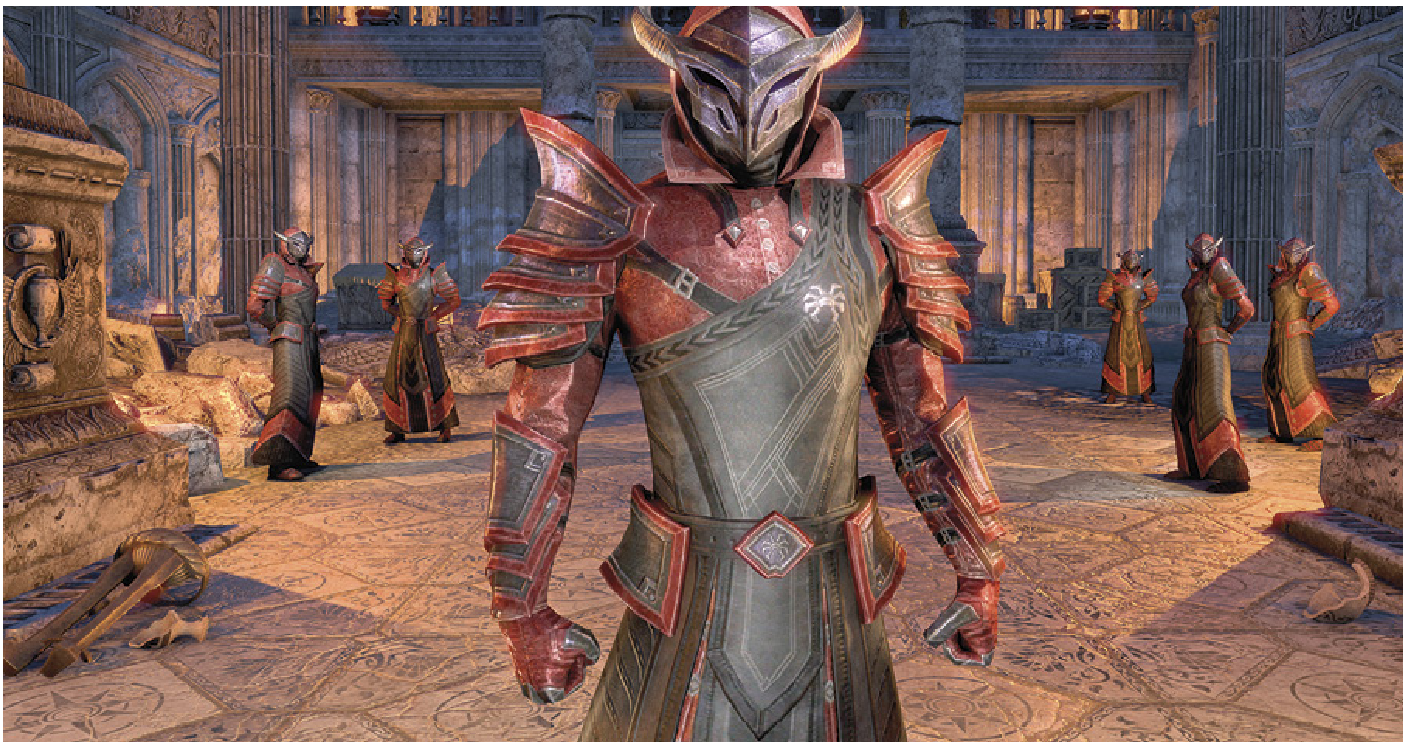
Preorder *Elder Scrolls Online: Summerset* or purchase the Collector’s Edition to unlock the following:

PET: POCKET SALAMANDER



“I don’t know, something about being followed around by a tame miniature giant elemental amphibian just seems right to me, you know? Expresses my inner newt.” —Dinuviel Darwater of Rellenthil. Purchased in the Crown Store.

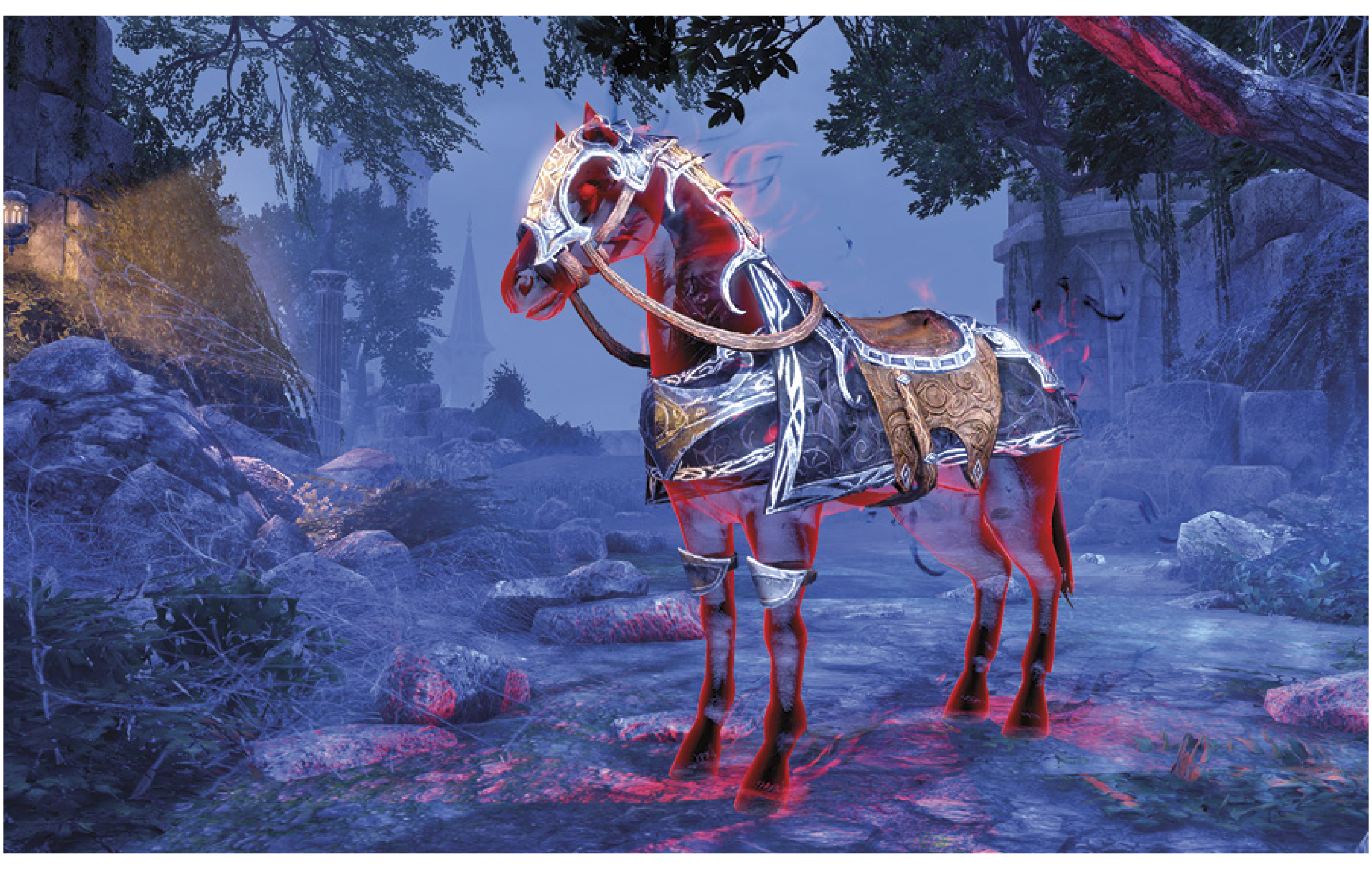
COSTUME: COURT OF BEDLAM



The Court of Bedlam may be a cult of angry and vengeful daedra worshippers, but there’s no denying they have a certain sinister sense of style. Adopt their distinctive look with this ominous costume. Purchased in the Crown Store.

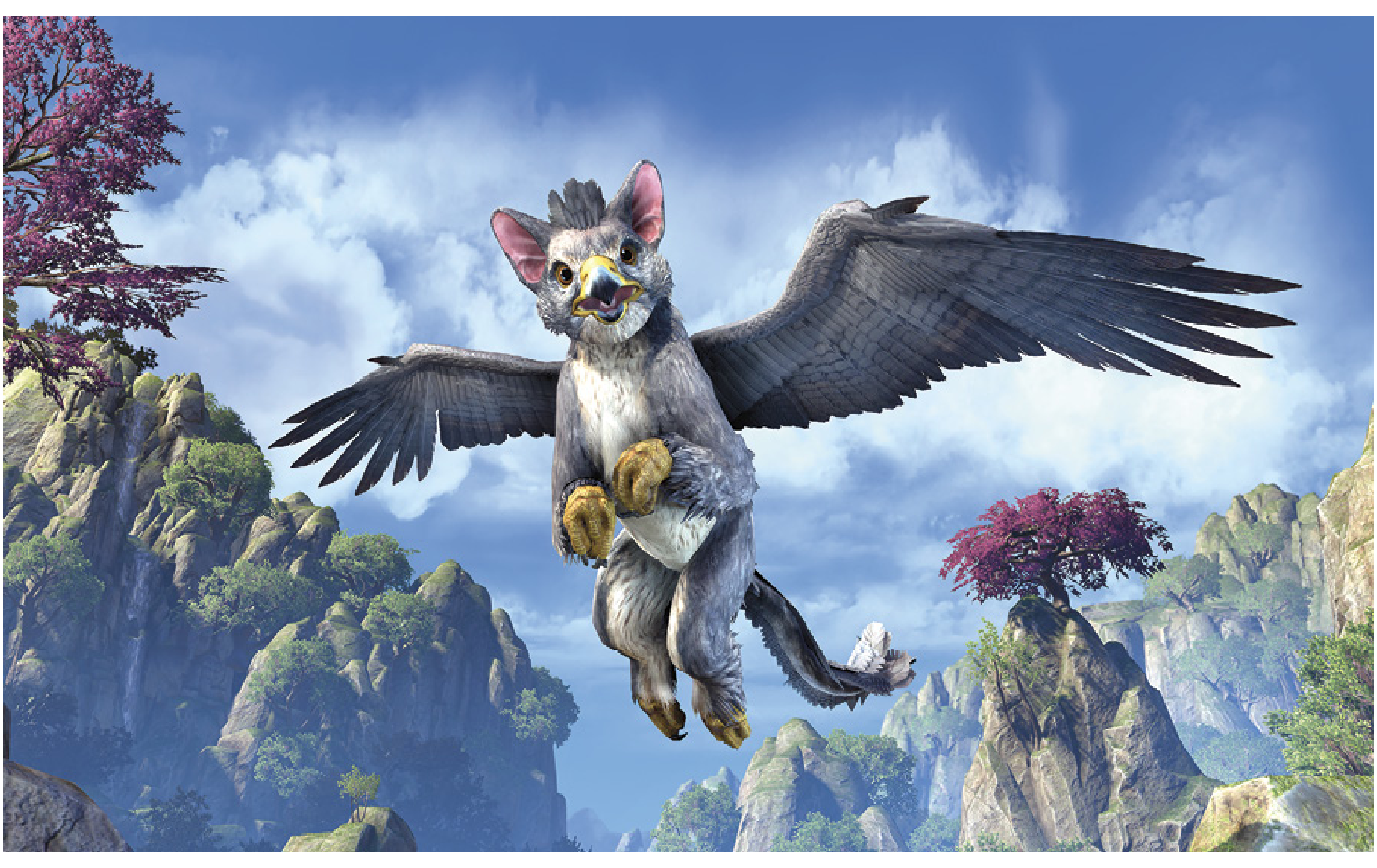
Purchase *Elder Scrolls Online: Summerset* Collector's Edition to unlock the following:

MOUNT: BLOODSHADOW WRAITH STEED



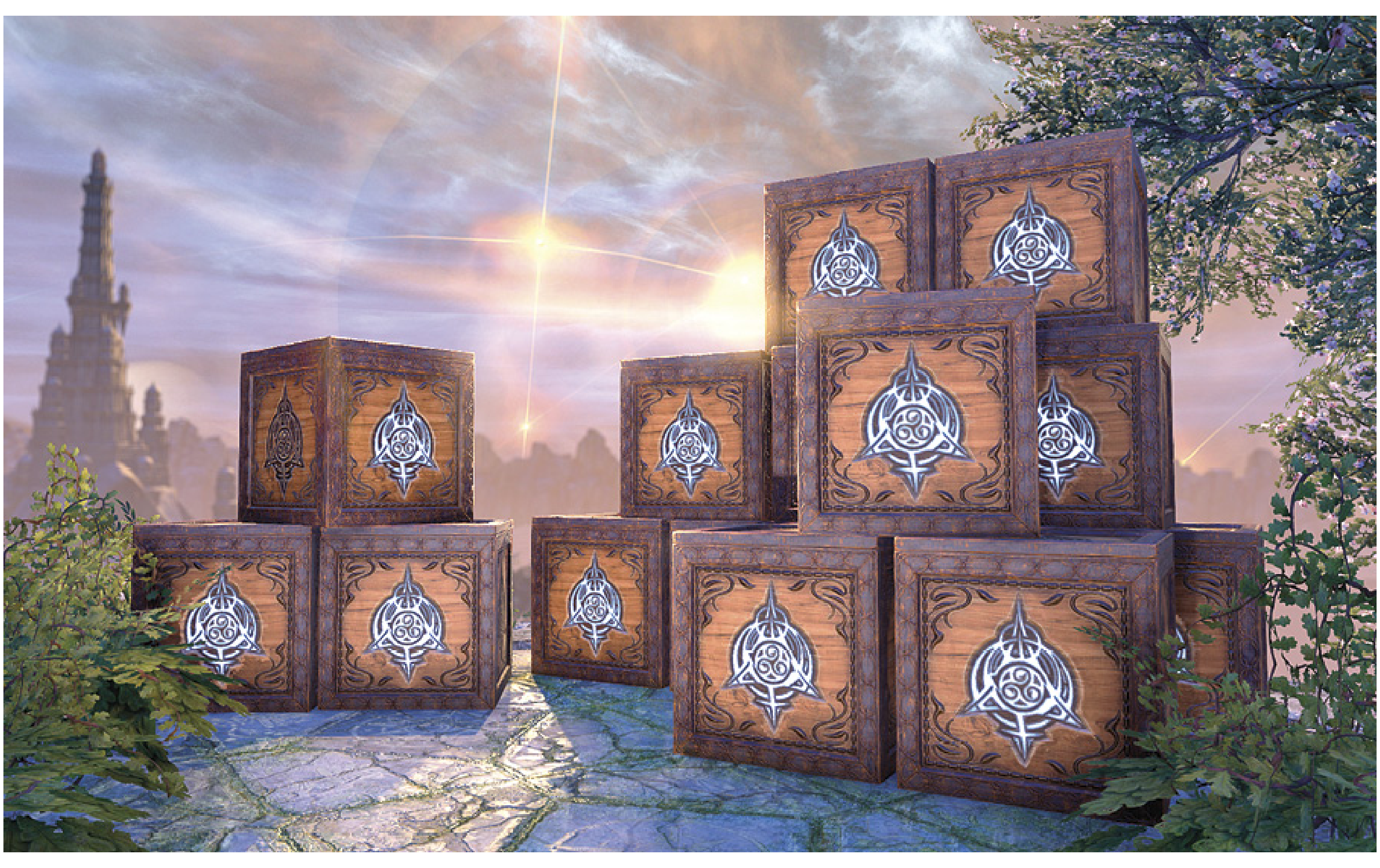
An Exemplar mount is a mystical manifestation of its form's ideal concept. It is also extraordinarily sensitive to the emotional valences of its rider. If the rider engages in too much bloodthirsty killing, their Exemplar may become a Bloodshadow Wraith. Purchased in the Crown Store.

PET: FLEDGLING GRYPHON



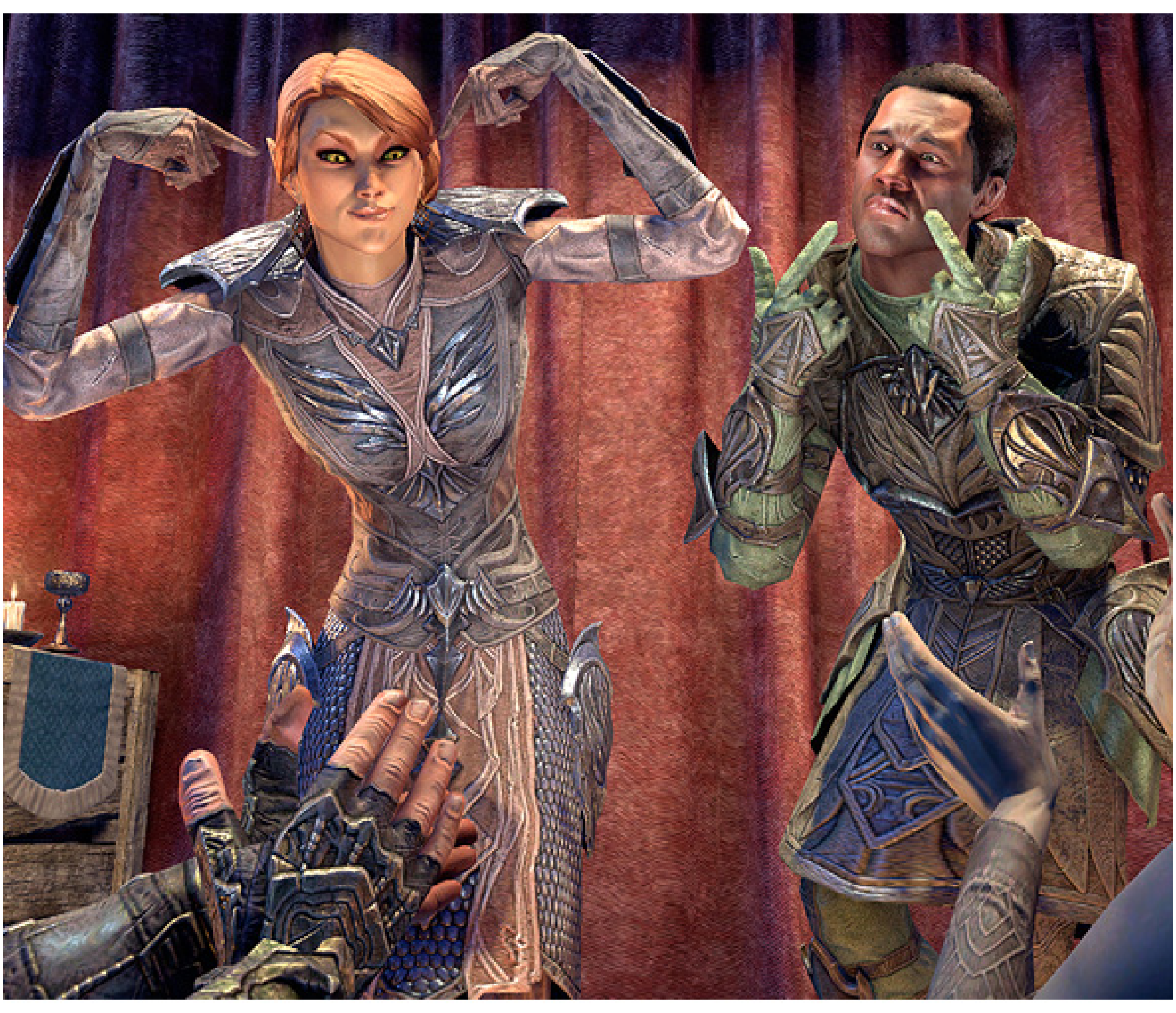
Though eventually it will grow into a massive beast with a vast wingspan, a Fledgling Gryphon is just the right size for a companion creature, and its juvenile antics are hilarious!

PSIJIC VAULT CROWN CRATE

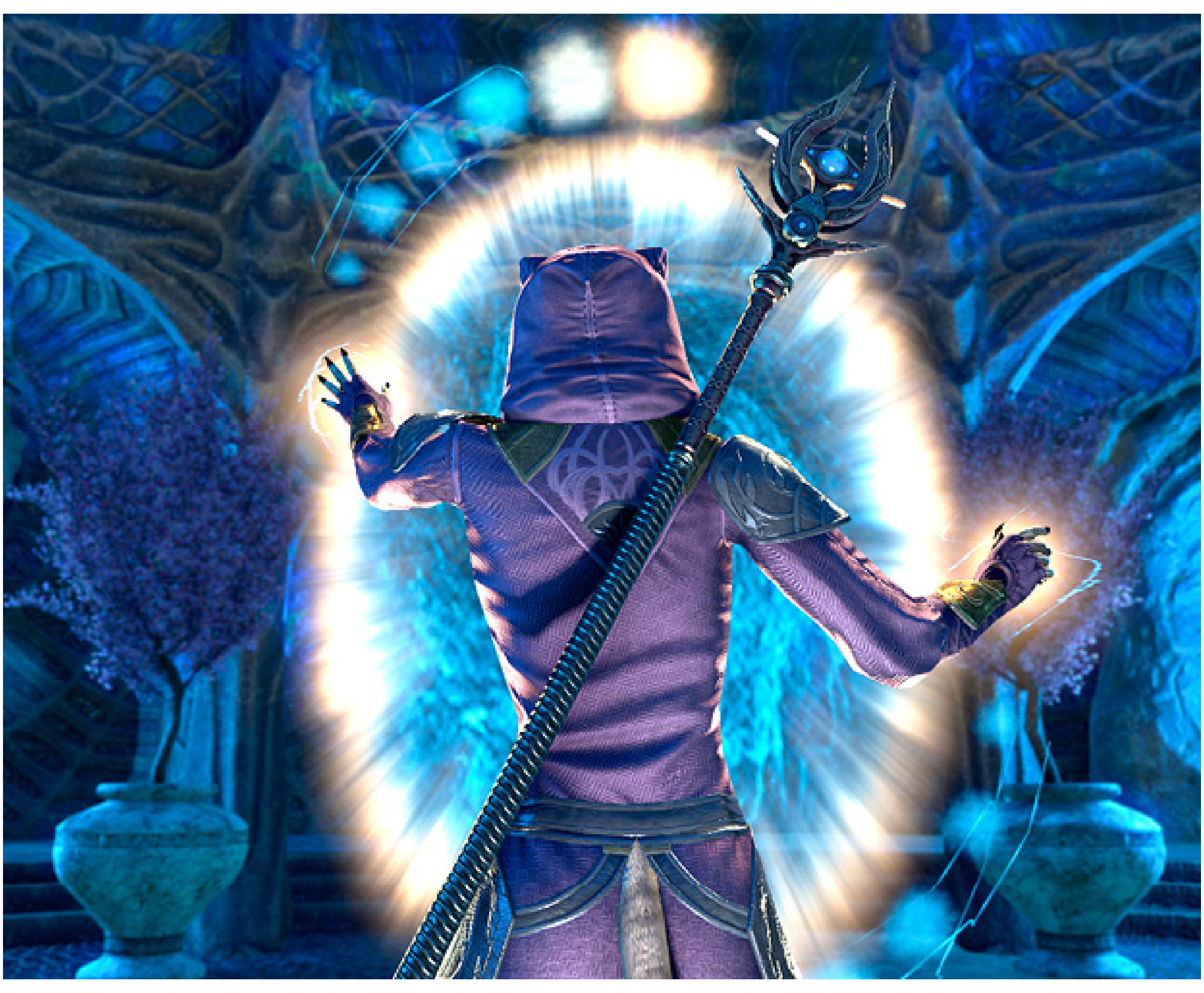


Expect Psijic-related items to be more prevalent, should you purchase one of these. You receive a free one as a preorder bonus.

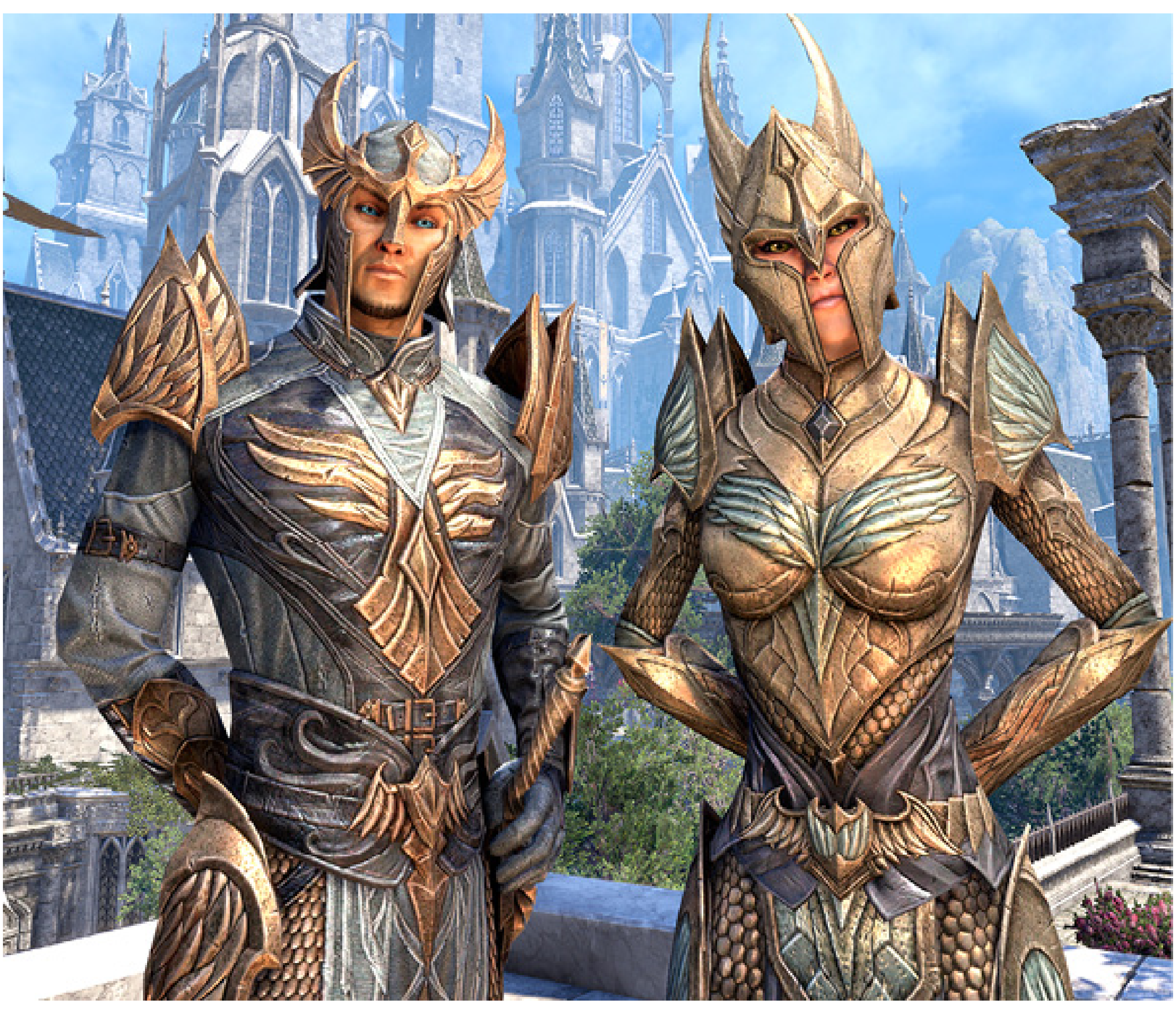
EMOTES: HOUSE OF REVERIES



You receive the following emotes: Happy Face, Sad Face, Ta-Dah!



Psijic Scrying Talisman (Memento)

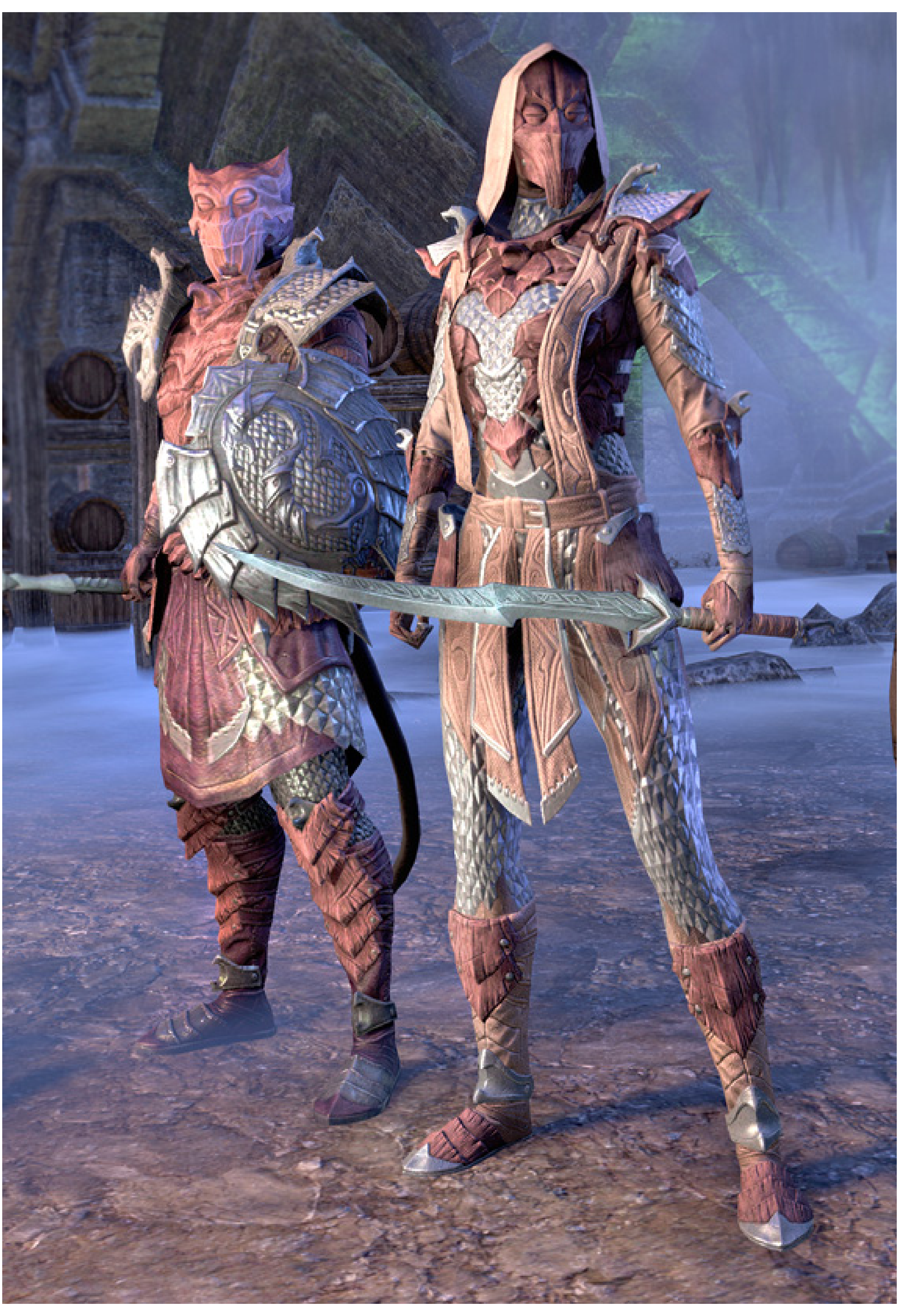


Divine Prosecution Style (Outfit Style, not a Motif).

Summerset includes two new crafting motifs, while the previous DLC Dragon Bones also has two motifs available. Here is how to obtain the chapters and style items:

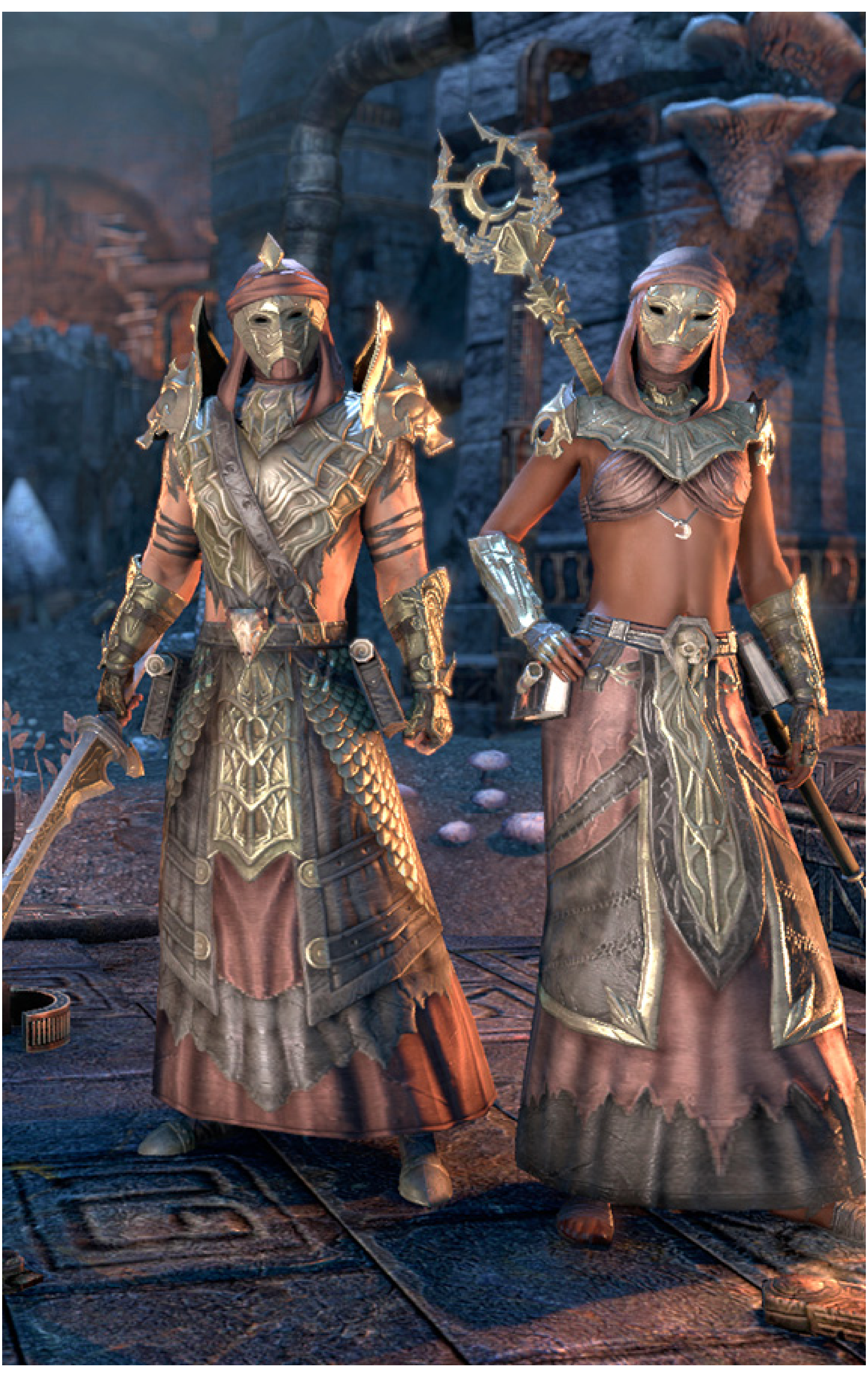
RENEGADE DRAGON PRIEST

Complete the Scalecaller Peak Dungeon. It's outside Summerset, but you need this DLC to be able to obtain this motif. This style of motif drops very rarely on Normal difficulty, somewhat rarely on Veteran, and always on Veteran hard mode.



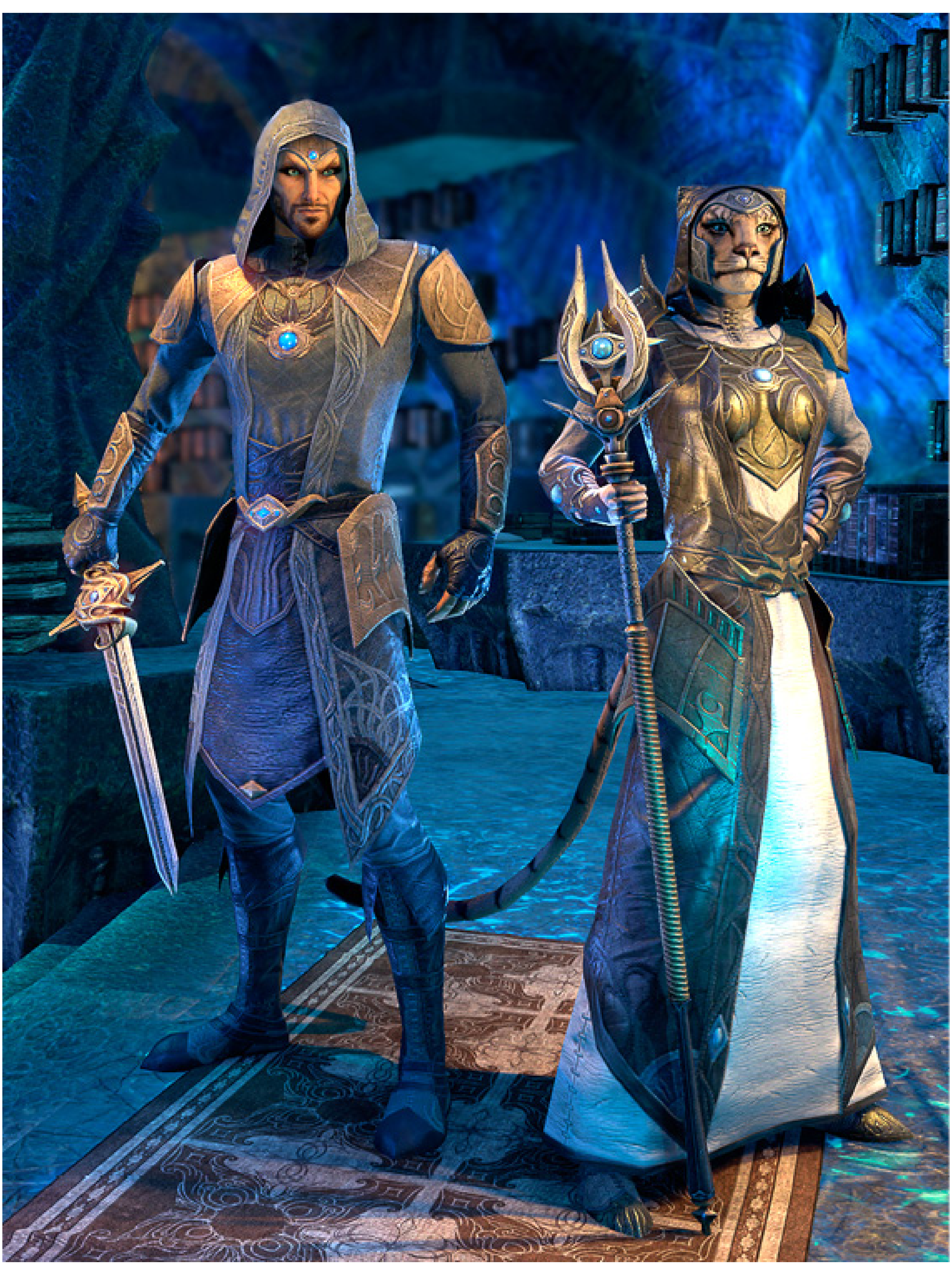
FANG LAIR

Complete the Fang Lair Dungeon. It's outside Summerset, but you need the Summerset DLC to be able to obtain this motif. This style of motif drops very rarely on Normal difficulty, somewhat rarely on Veteran, and always on Veteran hard mode.

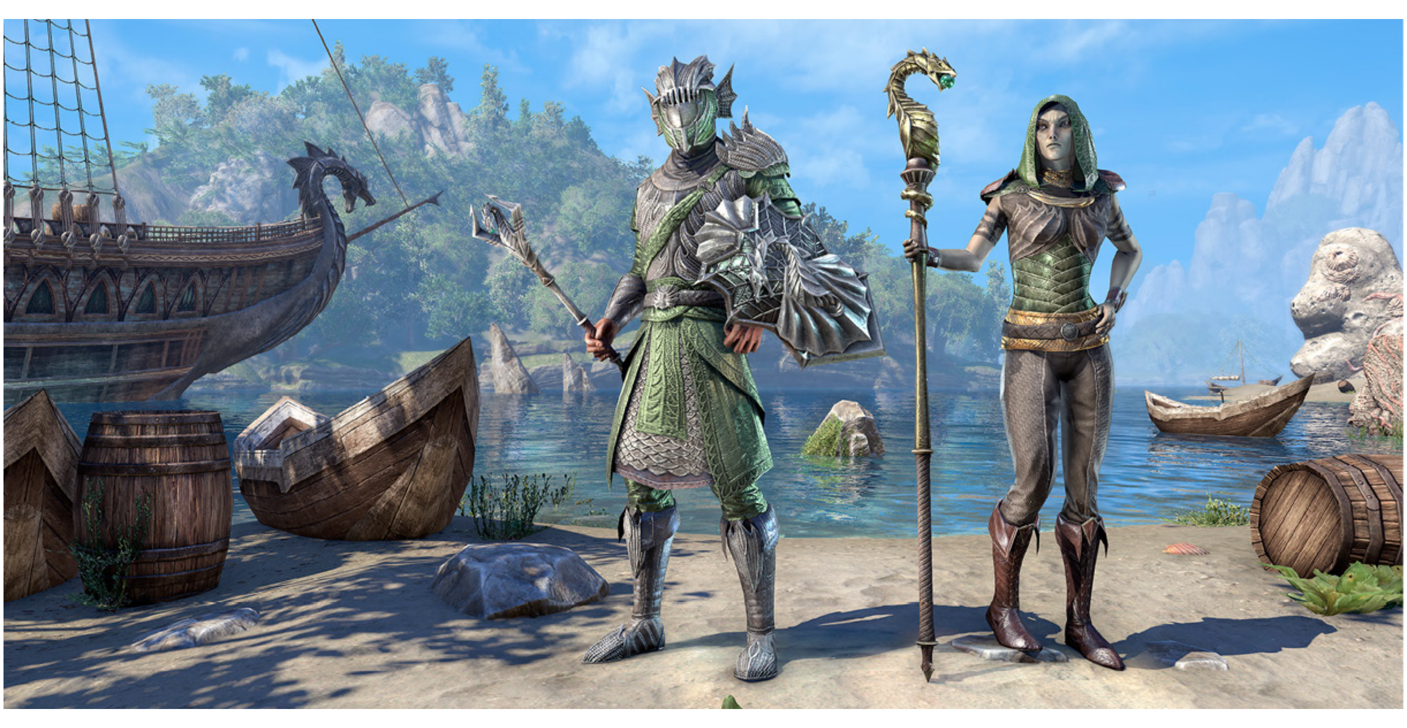


PSIJIC ORDER

The chapters and style item of this motif will drop from completing a wide variety of activities in Summerset: These activities include completing Abyssal Geysers and the smaller mini-geysers that occasionally pop up along the coastal areas, killing group bosses, killing delve bosses, opening treasure chests (random), and killing monsters throughout Summerset.

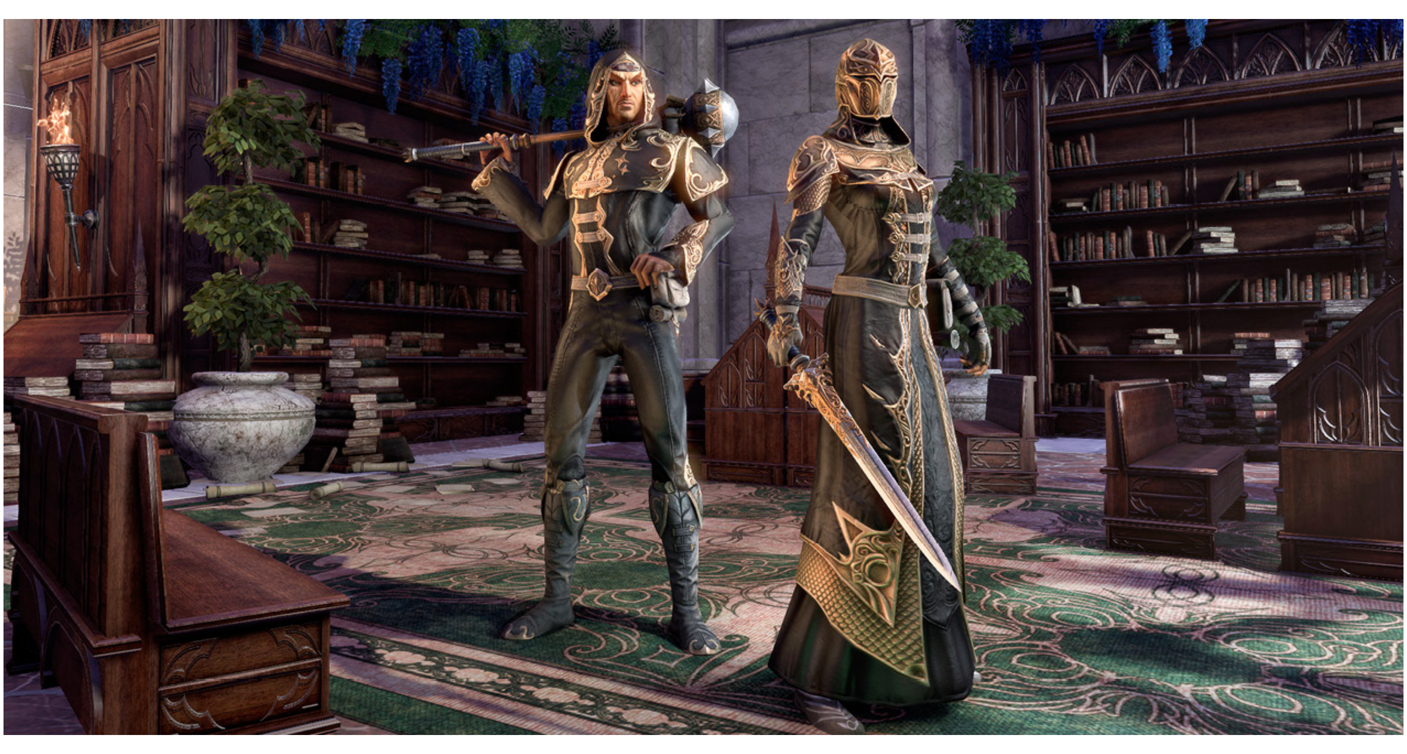


PYANDONEAN



Find the Pyandonean motif by fishing up Pyandonean Bottles, which you can do only in Summerset—not in Artaeum or any other zone. They replace the traditional gunny sacks that you can find by fishing in other areas. When you open a Pyandonean Bottle, you'll always obtain a smattering of crafting materials, as well as either a chapter of the Pyandonean motif (or rarely, the full book) or a Sea Serpent Hide, the style item used in crafting Pyandonean-styled gear.

SAPIARCH



Both the Sapiarch motif chapters and its style item come from completing the Daily Quests found in Summerset.

Crafting Sets

Summerset includes three new crafting sets. Here is how to obtain these items:

ADEPT RIDER

SET COMBINATION	BONUS
(2 items)	Adds to Spell Resistance
(3 items)	Adds to Physical Resistance
(4 items)	Adds to Maximum Health
(5 items)	While mounted, you gain Major Evasion, increasing your dodge chance. Dismounting spawns a dust cloud at your position for a number of seconds; this deals physical damage every second to enemies who stand inside it. You and group members inside the dust cloud gain Major Evasion. The dust cloud can be created once every few seconds.

- Region 4: Shimmerene Dockworks

There are three crafting stations (Blacksmithing, Clothing, and Jewelry) on the Shimmerene docks northwest of the settlement.

NOCTURNAL'S FAVOR

SET COMBINATION	BONUS
(2 items)	Adds to Stamina Recovery
(3 items)	Adds to Maximum Health
(4 items)	Adds to Maximum Health
(5 items)	Whenever you successfully dodge, heal yourself. This effect can occur every few seconds.

- Region 1: Augury Basin

There are four crafting stations (Blacksmithing, Clothing, Jewelry, and Woodworking) at this primary location, in the marshland west of the Illumination Academy.

SLOAD'S SEMBLANCE

SET COMBINATION	BONUS
(2 items)	Adds to Maximum Magicka
(3 items)	Adds to Maximum Stamina
(4 items)	Adds to Spell Damage, Weapon Damage
(5 items)	Damaging an enemy has a percentage chance to put a Leeching Shadow on them, dealing large amounts of Oblivion Damage every second or more for several seconds. Effect can occur every few seconds.

- Region 5: Artaeum Craftworks

There are four crafting stations (Blacksmithing, Clothing, Jewelry, and Woodworking) at this idyllic crafting spot south of the Artaeum wayshrine.

Appendices

Equipment Sets

There are seven available sets in Summerset, beyond the three mentioned previously in the Crafting Sets section. Three are available as drops in the overland, and four more are available from the Trial (with the sets based off the four Griffin Riders of the Trial).

OVERLAND SETS (3)

NAME	WEIGHT	EFFECT
Wisdom of Vanus	Light	(2 items) Adds to Max Magicka, (3 items) Adds to Magicka Recovery, (4 items) Adds to Max Magicka, (5 items) After landing a Full Heavy Attack, gain Major Mending for a few seconds, increasing your healing done by a percentage amount (usually around 25%). This duration is increased with each rank of the Restoration Staff passive Essence Drain when using a Restoration Staff.
Gryphon's Ferocity	Medium	(2 items) Adds to Weapon Critical, (3 items) Adds to Weapon Critical, (4 items) Adds to Weapon Damage, (5 items) After dealing direct damage, gain Minor Force and Minor Expedition for a few seconds, increasing your Critical Damage done by around 10% and increasing your Movement Speed by around 10%.
Grace of Gloom	Heavy	(2 items) Adds to Max Health, (3 items) Adds to percentage of Healing Taken, (4 items) Adds to Max Health, (5 items) When you take damage from a single target direct attack or ability, you have an approximately 10% chance to become a living shadow, causing your light and heavy attacks to heal you for an impressive amount and gaining Major Evasion for a few seconds, increasing your dodge chance by around 15%. This effect can occur every 15 seconds or so.

TRIAL SETS (4)

NAME	WEIGHT	EFFECT
Mantle of Siroria	Light DPS	(2 items) Adds to Spell Damage, (3 items) Minor Slayer – Increase your damage done to Dungeon and Trial Monsters by 5%, (4 items) Adds to Maximum Magicka, (5 items) Dealing direct damage with a single target ability creates a ring of fire beneath you for 10 seconds. Each second spent inside the circle gives you a stack of Siroria's Boon for 5 seconds. Standing inside the circle also refreshes the stack duration. Each stack increases your Spell Damage. 20 stacks max.
Vestment of Olorime	Light Healer	(2 items) Adds to Magicka Recovery, (3 items) Minor Aegis – Reduce damage taken from Dungeon and Trial Monsters by 5%, (4 items) Adds to Magicka Recovery, (5 items) Casting ground effect abilities in combat creates a circle of might on the ground for 10 seconds. You and your allies in the circle gain Major Courage for 30 seconds, increasing your Weapon and Spell Damage by 258 for 30 seconds. This effect can occur once every 10 seconds.
Arms of Relequen	Medium	(2 items) Adds to Weapon Critical, (3 items) Minor Slayer – Increase your damage done to Dungeon and Trial Monsters by 5%, (4 items) Adds to Weapon Critical, (5 Items) Your Light and Heavy attacks apply a stack of harmful winds to your target for 5 seconds that refreshes with each additional Light or Heavy attack. Each stack of harmful winds deals Physical damage over time. 20 stacks max.
Aegis of Galanwe	Heavy	(2 Items) Adds to Max Health, (3 Items) Minor Aegis – Reduce damage taken from Dungeon and Trial Monsters by 5%, (4 Items) 4% Healing Taken, (5 Items) After blocking, you have a 50% chance to grant Empower to 3 nearby allies, increasing the damage of their next Light Attack by 40%. This effect can occur once every 1 second.

Appendices

Jewelry Sketches

There are 17 available sketch sets in *Summerset*. These are accessed at any jewelry crafting station:

- High Elf Ancestor Clock, Celestial
- Figurine, the Sea-Monster's Surprise
- Figurine, the Taming of the Gryphon
- Figurine, the Fish and the Unicorn
- Scrimshaw Jewelry Box, Vineyard
- Scrimshaw Jewelry Box, Verdant Oval
- Scrimshaw, Sea Monster
- Scrimshaw, Ship
- Scrimshaw, Octopus
- Scrimshaw, Ancient Vessel
- Scrimshaw Jewelry Box, Floral
- High Elf Goblet, Simple
- High Elf Goblet, Silver Plain
- High Elf Chalice, Delicate
- High Elf Goblet, Silver Stamped
- High Elf Chalice, Ornate
- High Elf Goblet, Silver Ornate

Appendices

Furnishings

Furnishings new to Summerset are listed as follows. Three requirements must be met in order to make the furnishing, own and learn the plan, possess the listed ingredients, and reach the Passive Ability levels as indicated.

FURNISHING	HOW OBTAINED	REQUIREMENT	COST	BEHAVIOR(S)
FURNISHING	HOW OBTAINED	REQUIREMENT	COST	BEHAVIOR(S)
Display Case, Exhibit	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Mind Games"	25,000 gold	—
High Elf Statue, Kinlady	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Resolute Guardian"	50,000 gold	—
Abyssal Pearl, Sealed	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Back to the Abyss"	75,000 gold	Animated
Replica of Transparent Law	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Savior of Summerset"	100,000 gold	—
Crystal Tower Stand	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Savior of Summerset"	50,000 gold	—
Mind Trap Kelp, Adult	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Mind Games"	20,000 gold	Animated
High Elf Wine Press, Display	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Summerset Cave Delver"	20,000 gold	—
Enchanted Text, Illusory Forest	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Summerset Grand Adventurer"	100,000 gold	—
Banner of the Sapiarchs, Hanging	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Resolute Guardian"	10,000 gold	Animated
Shimmerene Banner, Hanging	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "The Good of the Many"	10,000 gold	Animated
Coral Formation, Luminescent	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Precious Pearl"	15,000 gold	Light
Crystal Tower Key, Replica	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "What Must Be Done"	150,000 gold	Light
Evergloam Wispstone	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Enemy of My Enemy"	20,000 gold	Light
Spiral Skein Coral, Elkhorn	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Sweet Dreams"	1,000 gold	—
Psijic Control Globe, Inactive	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Unreliable Narrator"	50,000 gold	Light, Animated
Waterfall, Small Everlasting	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Divine Magistrate"	75,000 gold	Animated
The Keeper's Oath	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Relics of Summerset"	75,000 gold	Readable
Direnni Banner, Hanging	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires completing Quest "Lauriel's Lament"	10,000 gold	Animated
Lillandril Banner, Hanging	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires completing Quest "Murder in Lillandril"	10,000 gold	Animated
Banner of the House of Reveries, Hanging	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires completing Quest "Manor of Masques"	10,000 gold	Animated
Sunhold Banner, Hanging	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Sunhold Group Event"	10,000 gold	Animated
Cloudrest Banner, Hanging	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Cloudrest Completed"	10,000 gold	Animated
Spiral Skein Coral, Brittle-Vein	Sold by the Summerset Achievement Furnisher, Tarmimn (in Alinor)	Requires Achievement "Summerset Pathfinder"	10,000 gold	—
Ivory, Polished	Rare drop from ivory-bearing creatures and their caretakers, such as mammoths, giants, horkers, and echateres	Note: Used in furnishing plans for scrimshaw furnishings.	—	—
Giant Clam, Ancient	Rare drop from clams in Summerset	—	—	Animated, Interactable
Giant Clam, Sealed	Rare drop from clams in Summerset	—	—	—
Pearl, Large	Rare drop from clams in Summerset	—	—	—
Pearl, Enormous	Rare drop from clams in Summerset	—	—	—
Flowers, Hummingbird Mint	Harvesting rare drop from plants in Summerset	—	—	—
Flowers, Lizard Tail	Harvesting rare drop from plants in Summerset	—	—	—
Plant, Redtop Grass	Harvesting rare drop from plants in Summerset	—	—	—
Flower, Yellow Oleander	Harvesting rare drop from plants in Summerset	—	—	—
Plants, Springwheeze	Harvesting rare drop from plants in Summerset	—	—	—
Painting of Gryphon Nest, Elegant	Rare drop from Master difficulty Summerset treasure chests	—	—	—
Painting of College of the Sapiarchs, Refined	Rare drop from Master difficulty Summerset treasure chests	—	—	—
Painting of High Elf Tower, Refined	Rare drop from Master difficulty Summerset treasure chests	—	—	—
Painting of Monastery of Serene Harmony, Refined	Rare drop from Master difficulty Summerset treasure chests	—	—	—
Painting of Summerset Coast, Refined	Rare drop from Master difficulty Summerset treasure chests	—	—	—
Painting of Aldmeri Ruins, Refined	Rare drop from Master difficulty Summerset treasure chests	—	—	—
Painting of Sinkhole, Refined	Rare drop from Master difficulty Summerset treasure chests	—	—	—
Painting of Ancient Road, Refined	Rare drop from Master difficulty Summerset treasure chests	—	—	—
Coral Formation, Bulwark	Rare drops from Summerset fishing (saltwater)	—	—	—
Coral Formation, Pillar Polyps	Rare drops from Summerset fishing (saltwater)	—	—	—
Coral Formation, Fan Cluster	Rare drops from Summerset fishing (saltwater)	—	—	—
Coral Formation, Ancient Pillar Polyps	Rare drops from Summerset fishing (saltwater)	—	—	—
Plant, Sea Grapes	Rare drops from Summerset fishing (all fishing holes)	—	—	—
Plants, Ruby Glasswort Patch	Rare drops from Summerset fishing (river, lake, and foul fishing holes)	—	—	—
Plants, Glasswort Patch	Rare drops from Summerset fishing (river, lake, and foul fishing holes)	—	—	—
Plants, Pearlwort Cluster	Rare drops from Summerset fishing (river, lake, and foul fishing holes)	—	—	—
Plant, Pearlwort	Rare drops from Summerset fishing (river, lake, and foul fishing holes)	—	—	—
High Elf Writing Desk, Noble	Plan is a rare drop from pickpocketing or murdering Woodworking Artisans in Summerset	Drops as a furnishing plan.	—	—
High Elf Pew, Polished	Plan is a rare drop from pickpocketing or murdering Priests in Summerset	Drops as a furnishing plan.	—	Sittable
High Elf Table Runner, Verdant	Rare drop from pickpocketing or murdering Clothier Artisans in Summerset	—	—	—
High Elf Table Runner, Coiled	Rare drop from pickpocketing or murdering Clothier Artisans in Summerset	—	—	—
High Elf Table Runner, Cloth of Silver	Rare drop from pickpocketing or murdering Clothier Artisans in Summerset	—	—	—
High Elf Wall Mirror, Noble	Rare drop from pickpocketing or murdering Nobles in Summerset	—	—	—
High Elf Wall Mirror, Ornate	Rare drop from pickpocketing or murdering Nobles in Summerset	—	—	—
High Elf Wall Mirror, Verdant	Rare drop from pickpocketing or murdering Nobles in Summerset	—	—	—
Master Craftsman's Banner, Hanging	Purchased from Faustina Curio, the Achievement Mediator	Requires Achievement "Master Craftsman"	10 Writ Vouchers	Animated
High Elf Ancestor Clock, Celestial	Purchased as a recipe from Rolis Hlaalu, the Mastercraft Mediator, for Master Writs.	Note: Sold as a furnishing plan.	125 Writ Vouchers	Animated
Book Row, Levitating	Sold by Nalirsewen, the Psijic Merchant in Artaeum.	Requires rank 1 in the Psijic Skill Line, sold as furnishing plan	5,000 gold	Animated
Book Stack, Levitating	Sold by Nalirsewen, the Psijic Merchant in Artaeum.	Requires rank 1 in the Psijic Skill Line, sold as furnishing plan	5,000 gold	Animated
Psijic Chair, Arched	Sold by Nalirsewen, the Psijic Merchant in Artaeum.	Requires rank 2 in the Psijic Skill Line, sold as furnishing plan	5,000 gold	Sittable
Psijic Table, Small	Sold by Nalirsewen, the Psijic Merchant in Artaeum.	Requires rank 3 in the Psijic Skill Line, sold as furnishing plan	10,000 gold	—
Psijic Lighting Globe, Small	Sold by Nalirsewen, the Psijic Merchant in Artaeum.	Requires rank 4 in the Psijic Skill Line, sold as furnishing plan	10,000 gold	Light
Psijic Table, Scalloped	Sold by Nalirsewen, the Psijic Merchant in Artaeum.	Requires rank 5 in the Psijic Skill Line, sold as furnishing plan	20,000 gold	—
Psijic Banner	Sold by Nalirsewen, the Psijic Merchant in Artaeum.	Requires rank 6 in the Psijic Skill Line, sold as furnishing plan	10,000 gold	Animated
Psijic Table, Sixfold Symmetry	Sold by Nalirsewen, the Psijic Merchant in Artaeum.	Requires rank 7 in the Psijic Skill Line, sold as furnishing plan	20,000 gold	—
Psijic Lighting Globe, Large	Sold by Nalirsewen, the Psijic Merchant in Artaeum.	Requires rank 8 in the Psijic Skill Line, sold as furnishing plan	20,000 gold	Light
Psijic Banner, Large	Sold by Nalirsewen, the Psijic Merchant in Artaeum.	Requires rank 9 in the Psijic Skill Line, sold as furnishing plan	20,000 gold	Animated
Psijic Table, Grand	Sold by Nalirsewen, the Psijic Merchant in Artaeum.	Requires rank 10 in the Psijic Skill Line, sold as furnishing plan	100,000 gold	—
High Elf Archway, Timeworn	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Column, Heavy Timeworn	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Pedestal, Timeworn	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Bookshelf Wall, Timeworn	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Column, Slender Timeworn	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Floor, Ballroom Timeworn	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Column, Timeworn	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Sarcophagus, Wedge	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Sarcophagus, Peaked	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Plinth, Sarcophagus	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Sarcophagus, Open	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Stairway, Timeworn	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Stairway, Timeworn Wide	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Wall, Stone Corner	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Post, Stone Wall	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Wall, Stone	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Wall, Stone Long	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Post, Tall Fence	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Fence, Tall	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Fence, Tall Long	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Archway, Tall	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Sconce, Arched	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Sconce, Crenellated	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Lantern, Hanging	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Lantern, Stationary	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Sconce, Wrought Glass	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Sconce, Arched Glass	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Sconce, Lantern	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Brazier, Standing Coals	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Brazier, Noble	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Candelabra, Wrought Iron	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Sconce, Candles	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Sconce, Candles Tall	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Candles, Tall Stand	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Candles, Stand	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Brazier, Hanging Coals	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Streetlight, Paired Wrought Iron	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Streetlight, Wrought Iron	Acquired as a furnishing plan drop in Summerset	—	—	Light, Interactable
High Elf Bed, Noble Full	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Bed, Canopy Full	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Bed, Overhang Full	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Bed, Polished Single	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Bed, Polished Full	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Bed, Noble Single	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Bookshelf, Polished	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Wardrobe, Polished	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Bench, Verdant	Acquired as a furnishing plan drop in Summerset	—	—	Sittable
High Elf Armchair, Backless Verdant	Acquired as a furnishing plan drop in Summerset	—	—	Sittable
High Elf Bench, Marble	Acquired as a furnishing plan drop in Summerset	—	—	Sittable
High Elf Armchair, Noble	Acquired as a furnishing plan drop in Summerset	—	—	Sittable
High Elf Armchair, Overhang	Acquired as a furnishing plan drop in Summerset	—	—	Sittable
High Elf Chair, Polished	Acquired as a furnishing plan drop in Summerset	—	—	Sittable
High Elf Armchair, Polished	Acquired as a furnishing plan drop in Summerset	—	—	Sittable
High Elf Armchair, Backless Polished	Acquired as a furnishing plan drop in Summerset	—	—	Sittable
High Elf Desk, Polished	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Desk, Mirrored	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Nightstand, Scalloped	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Nightstand, Octagonal	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Nightstand, Noble	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Winerack, Polished	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Counter, Polished Drawers	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Counter, Polished Corner	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Trunk, Peaked	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Trunk, Engraved	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Trunk, Noble	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Trunk, Spired	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Jewelry Box, Noble	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Jewelry Box, Polished	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Jewelry Box, Peaked	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Jewelry Box, Octagonal	Acquired as a furnishing plan drop in Summerset	—	—	—
Figurine, the Sea-Monster's Surprise	Acquired as a furnishing plan drop in Summerset	—	—	—
Figurine, the Taming of the Gryphon	Acquired as a furnishing plan drop in Summerset	—	—	—
Figurine, the Fish and the Unicorn	Acquired as a furnishing plan drop in Summerset	—	—	—
Scrimshaw Jewelry Box, Vineyard	Acquired as a furnishing plan drop in Summerset	—	—	—
Scrimshaw Jewelry Box, Verdant Oval	Acquired as a furnishing plan drop in Summerset	—	—	—
Scrimshaw, Sea Monster	Acquired as a furnishing plan drop in Summerset	—	—	—
Scrimshaw, Ship	Acquired as a furnishing plan drop in Summerset	—	—	—
Scrimshaw, Octopus	Acquired as a furnishing plan drop in Summerset	—	—	—
Scrimshaw, Ancient Vessel	Acquired as a furnishing plan drop in Summerset	—	—	—
Scrimshaw Jewelry Box, Floral	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Pot, Hanging Stamped	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Pot, Patterned	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Divider, Noble	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Divider, Polished	Acquired as a furnishing plan drop in Summerset	—	—	—
Fireplace Grate, Wrought Iron	Acquired as a furnishing plan drop in Summerset	—	—	—
Fireplace Tools, Wrought Iron	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Fireplace, Ornate	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Fountain, Four-Way Timeworn	Acquired as a furnishing plan drop in Summerset	—	—	Animated, Interactable
High Elf Fountain, Timeworn	Acquired as a furnishing plan drop in Summerset	—	—	Animated, Interactable
High Elf Table, Round Marble	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Table, Decorative Marble	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Table, Noble Grand	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Table, Noble Intimate	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Urn, Gilded	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Amphora, Delicate	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Amphora, Slender	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Urn, Stemmed	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Amphora, Embossed	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Urn, Bronze	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Bowl, Shallow Limestone	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Bowl, Stemmed Limestone	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Urn, Limestone Large	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Shrine, Limestone	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Shrine, Limestone Raised	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Pot, Limestone	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Display Stand, Marble	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Display Stand, Marble Wide	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Wall Shrine, Marble	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Table Setting, Complete	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Meal, Complete Setting	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Goblet, Simple	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Goblet, Silver Plain	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Chalice, Delicate	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Goblet, Silver Stamped	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Chalice, Ornate	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Chalice, Silver Ornate	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Plate, Embossed	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Platter, Scalloped	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Meal, Individual	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Bread Basket, Wrought Iron	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Pie Dish, Cherry Pie	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Bowl, Carved Wood	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Bowl, Millet	Acquired as a furnishing plan drop in Summerset	—	—	—
Display Case, Standing	Acquired as a furnishing plan drop in Summerset	—	—	—
Display Case, Standing Arched	Acquired as a furnishing plan drop in Summerset	—	—	—
Display Case, Specimen	Acquired as a furnishing plan drop in Summerset	—	—	—
Display Case, Large	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Potted Plant, Perpetual Bloom	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Potted Plant, Triple Tiered	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Potted Plant, Double Tiered	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Potted Plant, Twin Saplings	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Windowbox, Purple Wisteria	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Windowbox, Blue Wisteria	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Curtains, Tall Drawn	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Curtains, Drawn	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Drapes, Noble	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Carpet, Alinor Crescent	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Carpet, Verdant	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Carpet, Vibrant	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Rug, Alinor Seal	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Runner, Royal	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Carpet, Intricate	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Tapestry, Alinor Dawn	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Tapestry, Alinor Dusk	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Tapestry, Royal Gryphons	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Statue, Kinlord	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Statue, Orator	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Amphora, Portrait	Acquired as a furnishing plan drop in Summerset	—	—	—
High Elf Cabinet, Noble	Acquired as a furnishing plan drop in Summerset	—	—	—
Coral Shelf, Flat	Sold by Unwolti, the Summerset Home Goods Furnisher (in Alinor)	—	100 gold	—
Coral Shelf, Large	Sold by Unwolti, the Summerset Home Goods Furnisher (in Alinor)	—	250 gold	—
Limestone Shelf, Curved	Sold by Unwolti, the Summerset Home Goods Furnisher (in Alinor)	—	100 gold	—
Limestone Shelf, Large	Sold by Unwolti, the Summerset Home Goods Furnisher (in Alinor)	—	250 gold	—
Limestone Border, Stones	Sold by Unwolti, the Summerset Home Goods Furnisher (in Alinor)	—	100 gold	—
Limestone Border, Boulders	Sold by Unwolti, the Summerset Home Goods Furnisher (in Alinor)	—	100 gold	—
Limestone Border, Pebbles	Sold by Unwolti, the Summerset Home Goods Furnisher (in Alinor)	—	100 gold	—
Limestone Retaining Wall, Curved	Sold by Unwolti, the Summerset Home Goods Furnisher (in Alinor)	—	100 gold	—
Limestone Retaining Wall, Short	Sold by Unwolti, the Summerset Home Goods Furnisher (in Alinor)	—	100 gold	—
Limestone Retaining Wall, Long	Sold by Unwolti, the Summerset Home Goods Furnisher (in Alinor)	—	100 gold	—
	Sold by Unwolti, the			

Quest Rewards

All quest rewards (in the form of collectibles) have been consolidated into the following table:

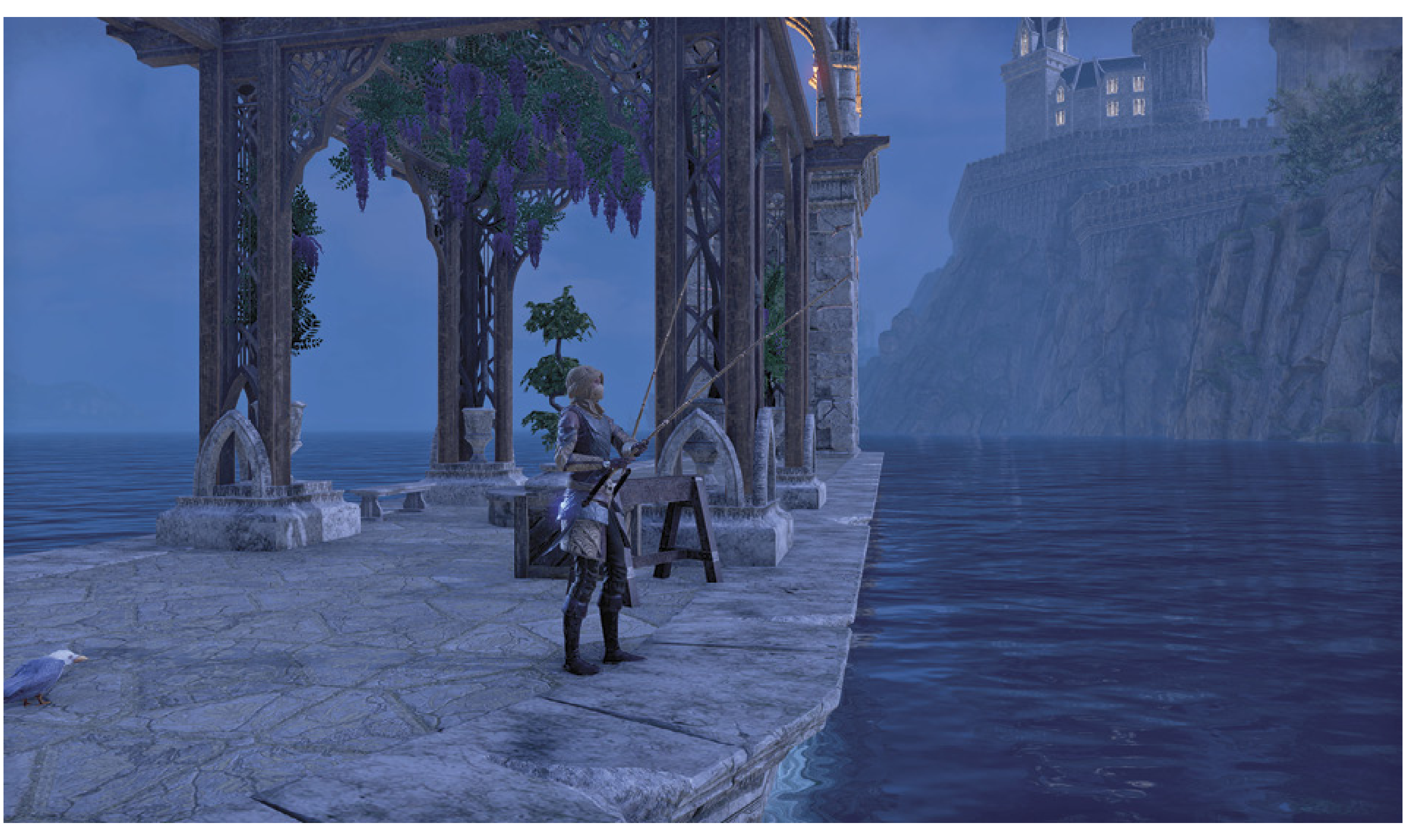
REWARD	TYPE	PREREQUISITES
Arena Gladiator Helm	Helmet	Combine 20 Arena Gladiator's Proofs, available by completing Conquest Missions in Cyrodiil, with an Arena Gladiator's Recognition, available for purchase from War Researchers in Cyrodiil.
Big-Eared Ginger Kitten	Furnishing	Find its seven Runebox Fragments* in Karnwasten and combine them.
Body Imprint of the Psijic Order	Body Marking	Complete Quest: The Towers' Remains
Face Imprint of the Psijic Order	Face Marking	Complete Quest: The Shattered Staff
Fan of False-Face	Collectible Furnishing	Complete Quest: Relics of Summerset
Gryphon Feather Talisman	Memento	Complete Quest: Sunhold Sundered
Psijic Warden Gauntlets	Outfit Style	Complete Quest: Lost in Translation
Psijic Skullcap	Hat	Complete Quest: The Towers' Fall
Psijic Glowglobe	Furnishing	Find its seven Runebox Fragments** in Sunhold and combine them.
Mystic Eye Psijic Cuirass	Outfit Style	Complete Quest: The Crystal Tower
Sea Sload Dorsal Fin	Memento	Complete Quest: An Unexpected Betrayal
Skyforge Smith Hammer	Weapon	Complete "Master Craftsman" Achievement
Z'Maja: Bust	Furnishing	Complete Quest: Cloudrest (Veteran difficulty)
Z'Maja: Trophy	Furnishing	Complete Quest: Cloudrest
Z'Maja's Shadow Skin	Skin	Complete Quest: Cloudrest (Veteran difficulty)

*The seven Runebox Fragments that combine into the Kitten are: Big-Eared Ginger Kitten's Collar, Big-Eared Ginger Kitten's Tag, Big-Eared Ginger Kitten's Milk Saucer, Big-Eared Ginger Kitten's Bait Mouse, Big-Eared Ginger Kitten's Sleeping-Basket, Big-Eared Ginger Kitten's Feather Toy, and Big-Eared Ginger Kitten's "Care and Feeding" Guide.

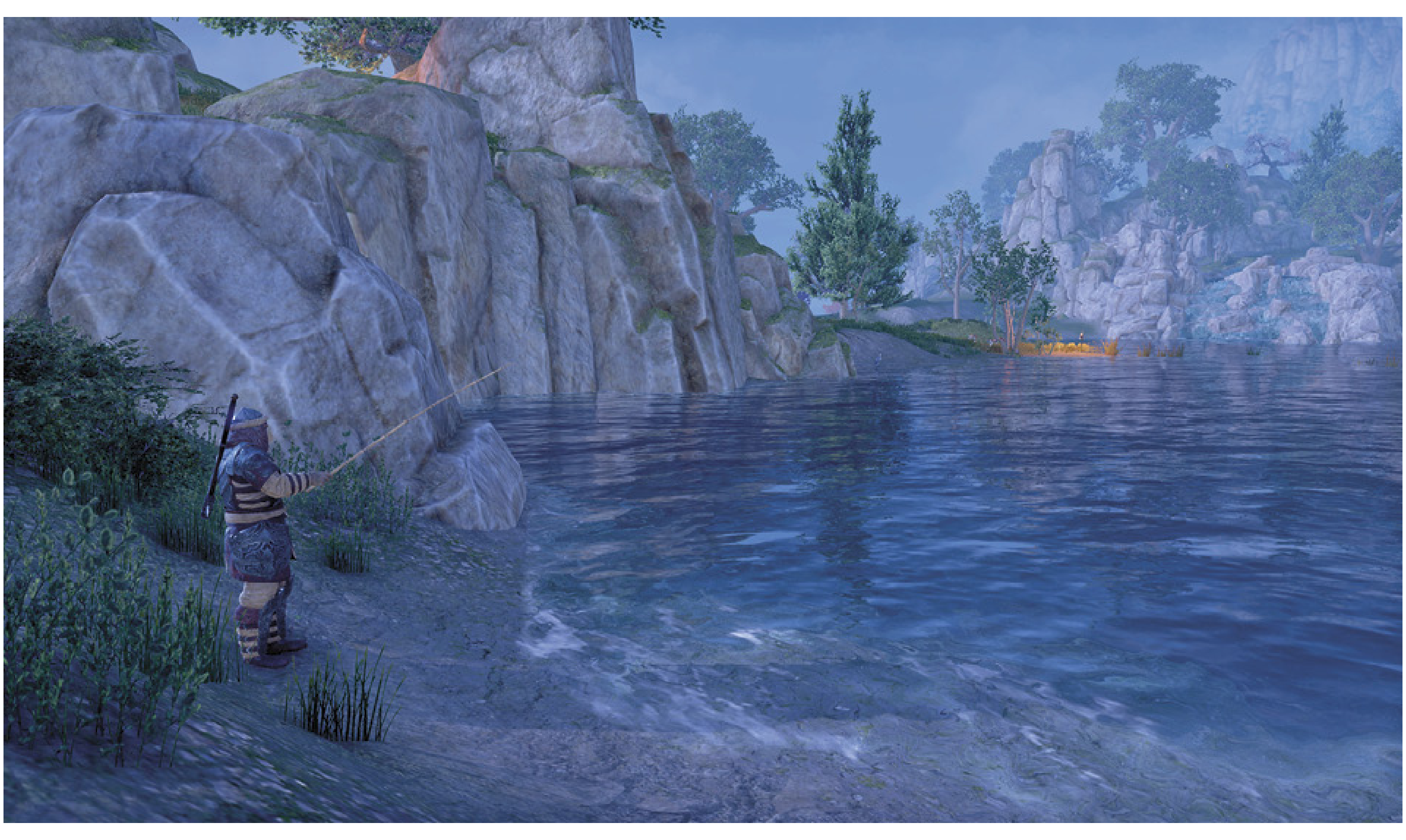
**The seven Runebox Fragments that combine into the Glowglobe are: Psijic Glowglobe's Ancient Texts, Psijic Glowglobe's Conjectural Writings, Psijic Glowglobe's Updated Instructionals, Psijic Glowglobe's Wisp Animus, Psijic Glowglobe's Crystal Ball, Psijic Glowglobe's Meteoric Glass, and Psijic Glowglobe's Purified Glow Dust.

Rare Fish

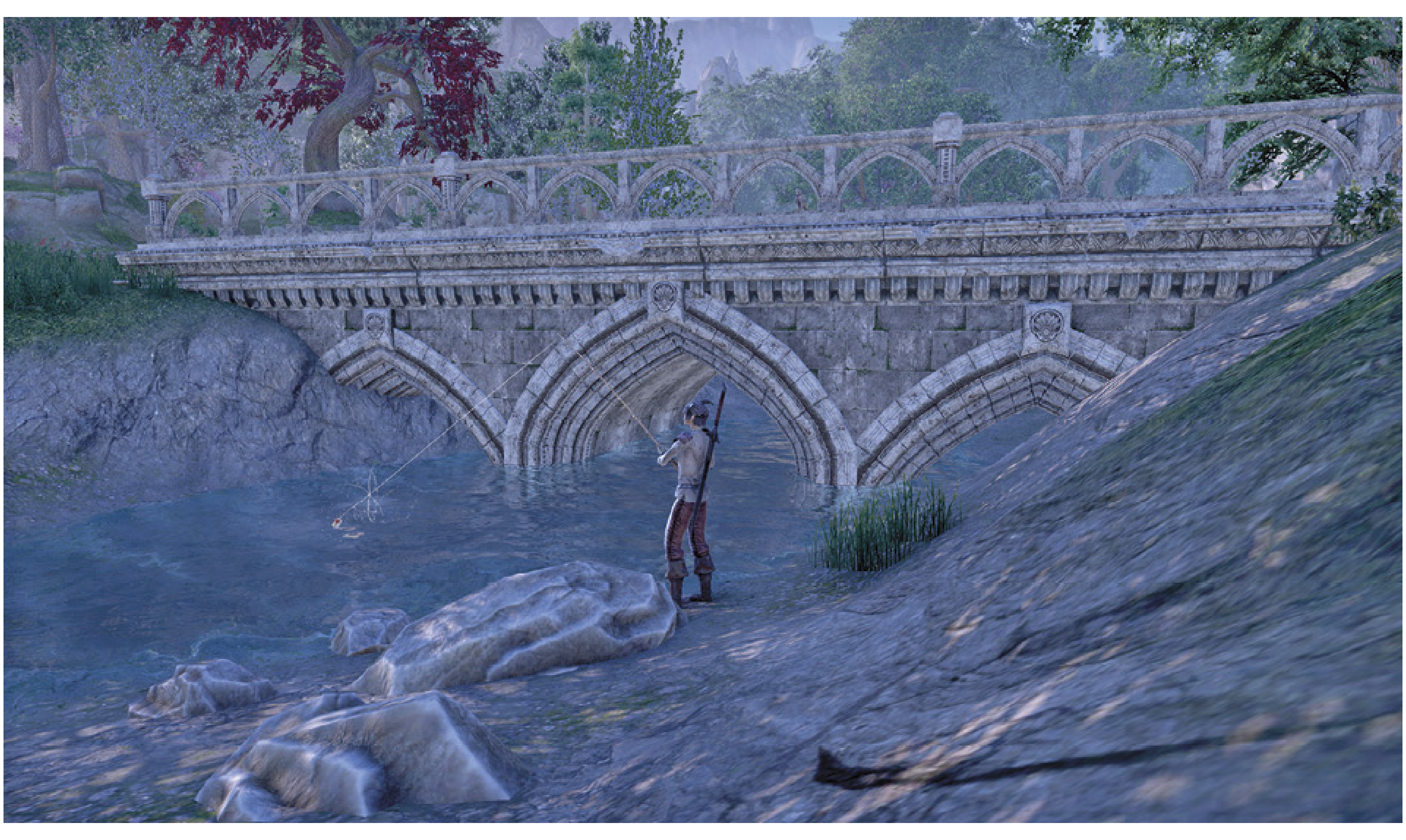
Summerset includes 15 new rare fish. Twelve of them are located all over Summerset, while three you catch in Artaeum. Simply check the maps for a possible fishing hole; these give a general location where fishing is available. Once you reach the spot, make a visual sweep of your surroundings so you know which type of fish you're likely to catch at the location. There are five types:



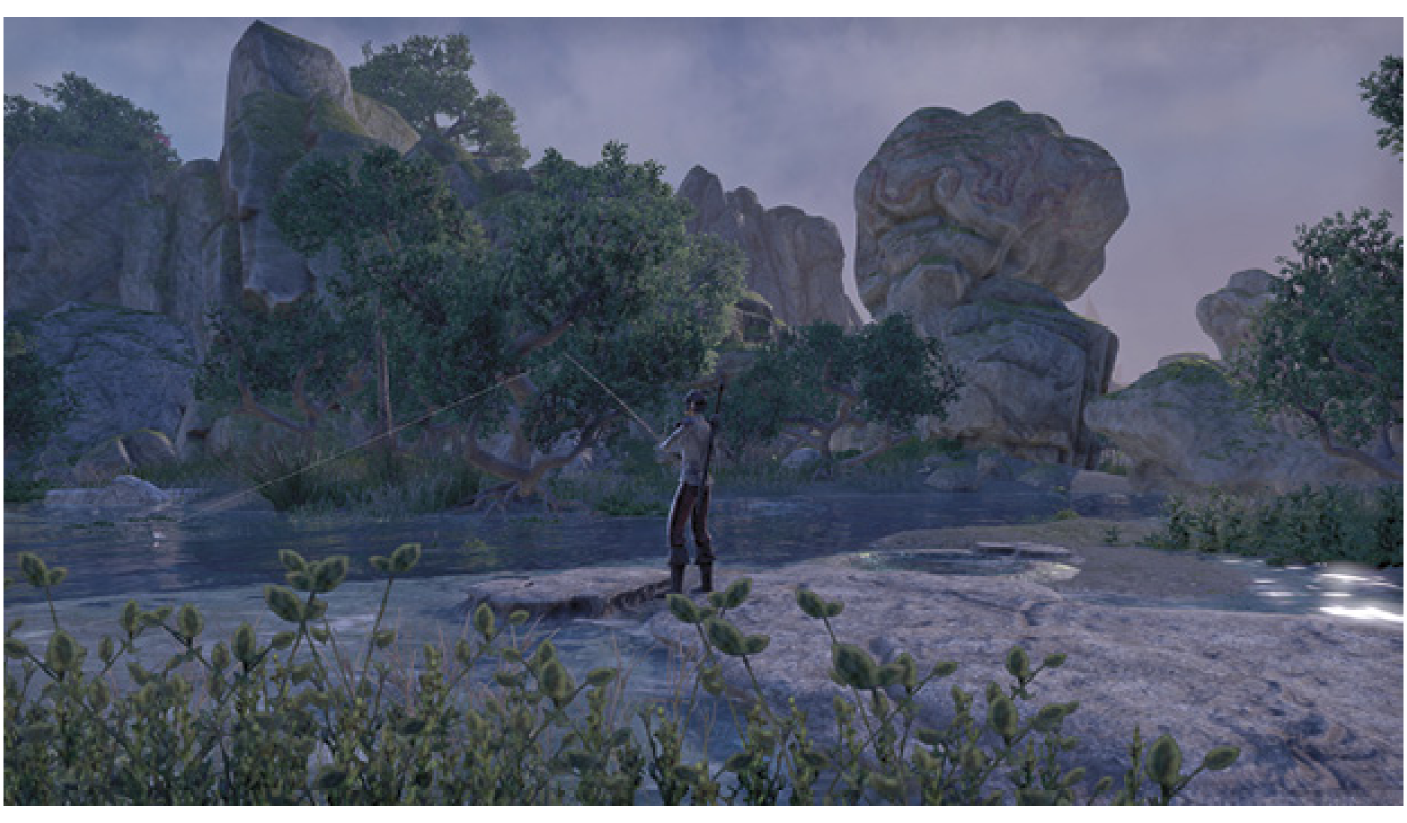
Saltwater (sea): Coastal fishing spots grant you sea fish. There's an abundance of fishing possibilities all around Summerset Isle.



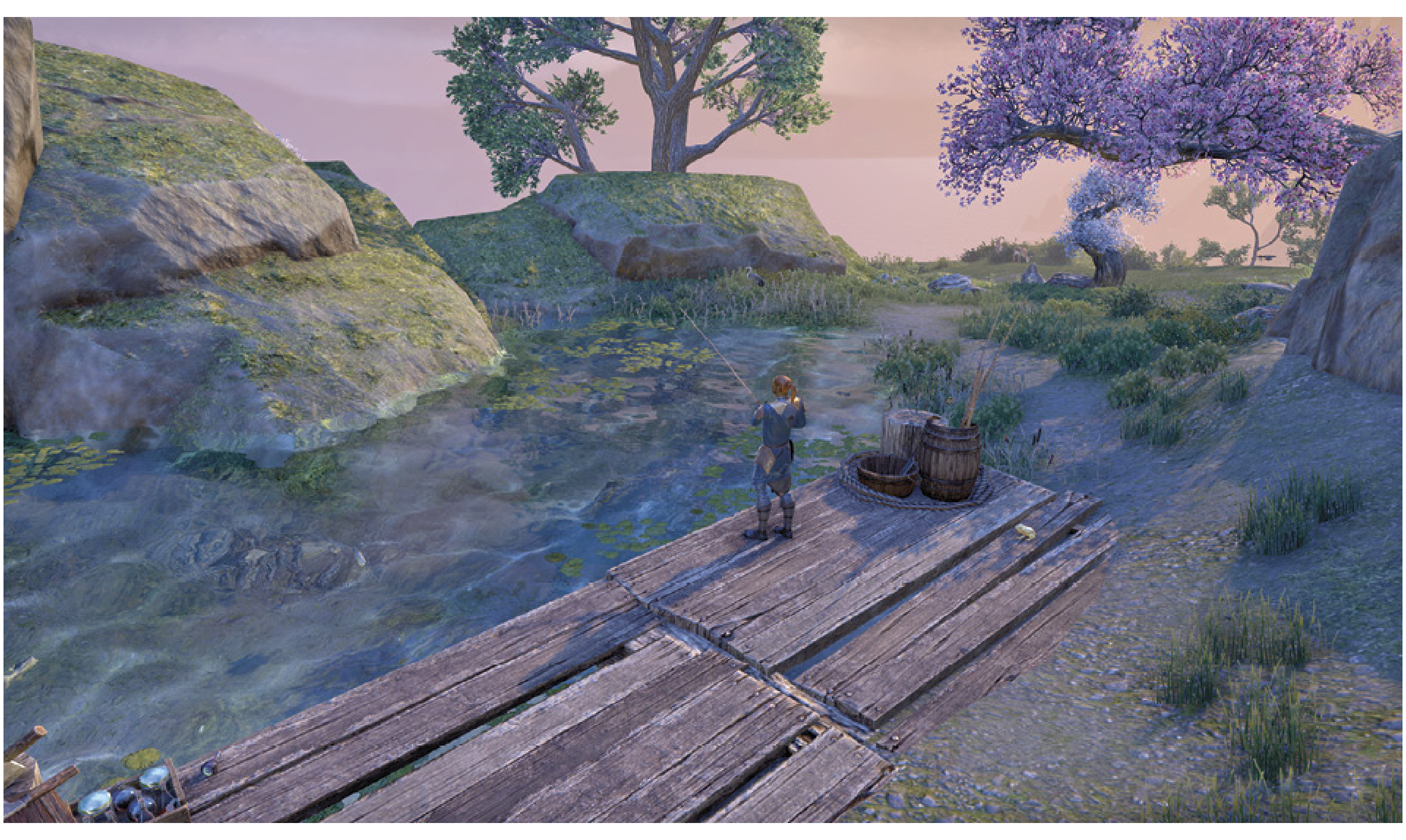
Freshwater (lakes): Locate still, but not polluted lakes or ponds that don't spill into the sea. Some prime fishing spots exist at the lake adjacent to Archon's Grove.



River water (running): Find specific river fish in areas of moving water. Expect some river fishing to occur along the rushing waters of the river running northeast from Tor-Hame-Khard to Shimmerene.



Foul-water (swamps): Find these in either swamp or brackish areas, or those around dead bodies. Trek to the low marshland south of Corgrad Wastes, in and around Augury Basin.



Mystical (Artaeum): Being removed from the world, Artaeum has its own mystical waters. As expected, anywhere in Artaeum allows for mystic fish to be caught. Try the fishing pond just east of the Coliseum of the Old Ways.

FISHING CHANCES

Fishing rates are graded by the number of fishers at a fishing hole; a solo fisher has a 6% chance of landing any trophy fish; two fishers have a 10% chance; and with three fishers, the chance jumps to 16%.

Within the Trophy Fish Availability table, the "Very Rare" fish is the extra-rare trophy fish, appearing only 10% of the time. The other two in each group will appear 45% of the time.

TROPHY FISH AVAILABILITY TABLE

LOCATION	TYPE OF WATER	FISH	RARITY
Summerset	Fresh	Crystal Hannia	Very Rare
Summerset	Fresh	Dusk Arowana	Rare
Summerset	Fresh	Blooming Flowerhorn	Rare
Summerset	Salt	Lingweloce	Very Rare
Summerset	Salt	Radiant Dory	Rare
Summerset	Salt	Quicksilver Lingwe	Rare
Summerset	Running	Great Yellowfin	Very Rare
Summerset	Running	Anu's Travally	Rare
Summerset	Running	Eton Sprat	Rare
Summerset	Foul	Senche Flathead	Very Rare
Summerset	Foul	Copper Oreodory	Rare
Summerset	Foul	Burnish Groper	Rare
Artaeum	Mystic	Pearlescent Crayfish	Very Rare
Artaeum	Mystic	Abyssal Sea Pig	Rare
Artaeum	Mystic	Weaving Octopus	Rare

FISHING IN ARTAEUM

Fishing in Artaeum also has its own special gunny sack, a waterlogged Psijic satchel, that sources two unique Provisioning recipes: the Artaeum Pickled Fishbowl and the Artaeum Takeaway Broth. The pickled fishbowl increases your maximum health and magicka and lures rare fish to you.

The takeaway broth increases your maximum health and stamina, and your health and stamina recovery.

SUMMERSET SURVEYS?

Alas, there are no survey locations in Summerset, but look elsewhere across Tamriel for newly added jewelry surveys.

The Elder Scrolls
ONLINE
SUMMERSET

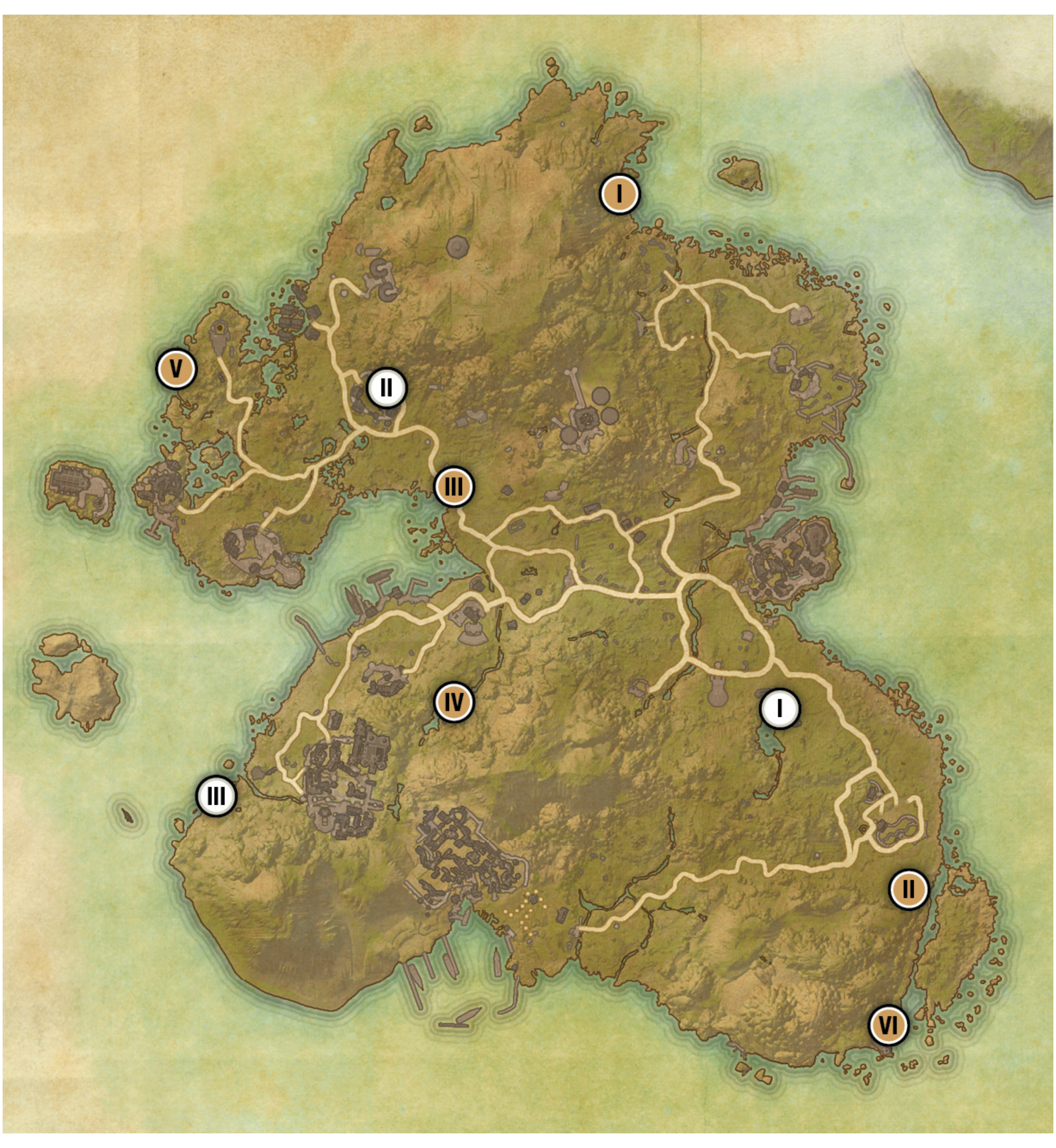
Appendices

Treasure Maps

Consult a treasure map to see a sketch of a specific location. Locate it, and interact with the small mound of dirt to find the buried treasure. This consumes the map. There are nine treasure maps for Summerset: six you find in-game, randomly, and all over the world, and three are collector's edition (CE) treasure maps.

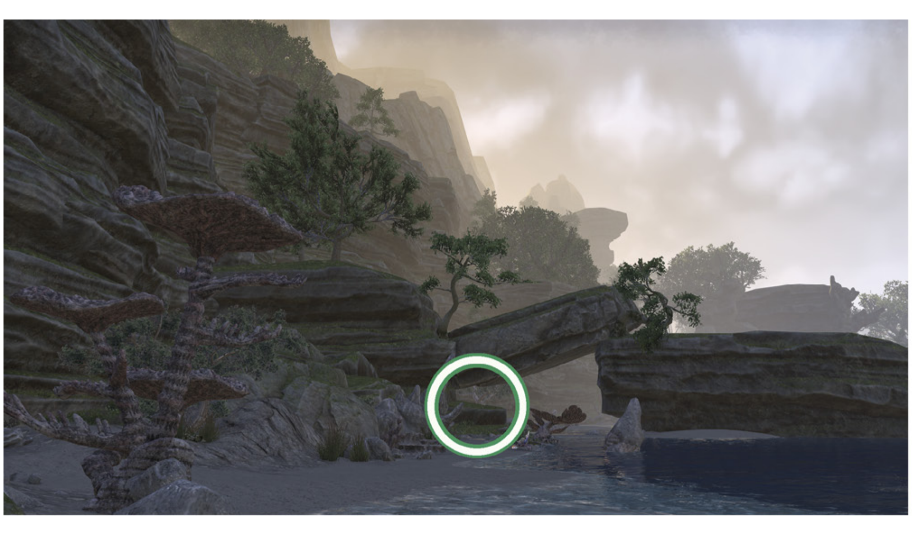
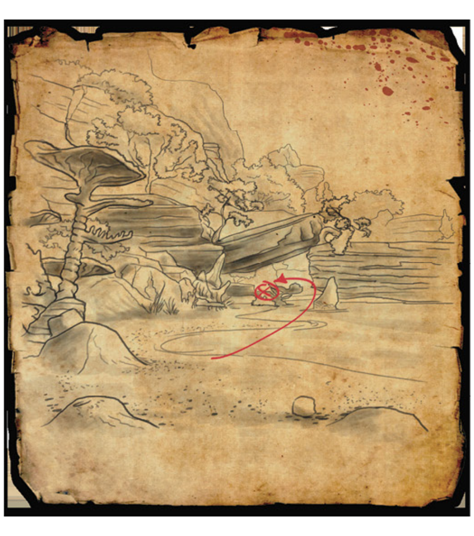
The six normal treasure maps lead to caches of equipment, just like treasure maps in other zones.

The three CE maps lead to caches of equipment that work differently. Namely:



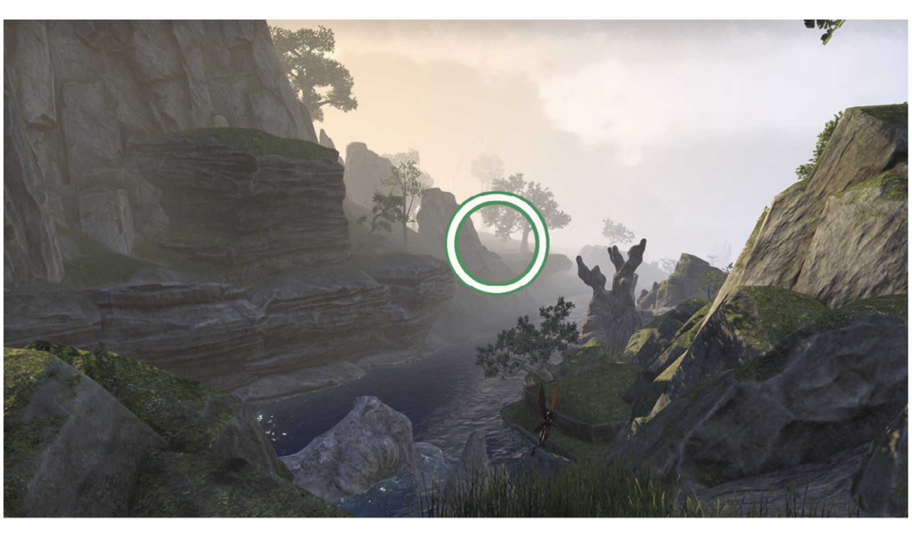
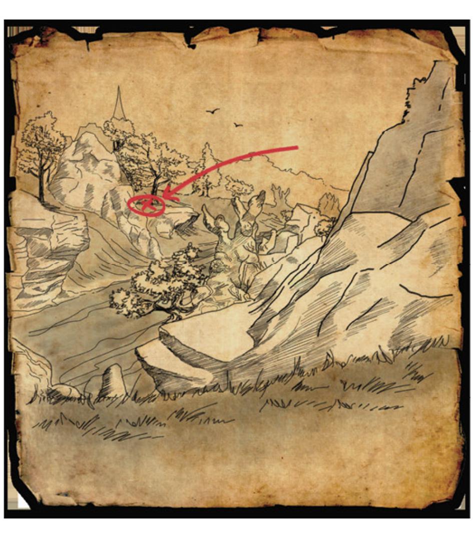
- The items inside will never be Set items.
- You will always obtain one guaranteed blue-quality weapon and one guaranteed blue-quality armor piece, in addition to a random additional green piece of equipment. The guaranteed weapon will be of the highest weapon skill line you have, and the guaranteed armor will be of the highest armor skill line you have. These guaranteed items will never have a Trait on them.
- If your highest skill line is 1H+Shield or Dual Wield, you'll get a second piece of guaranteed, Trait-less equipment, so you can keep using that particular weapon skill line.

SUMMERSET TREASURE MAP I

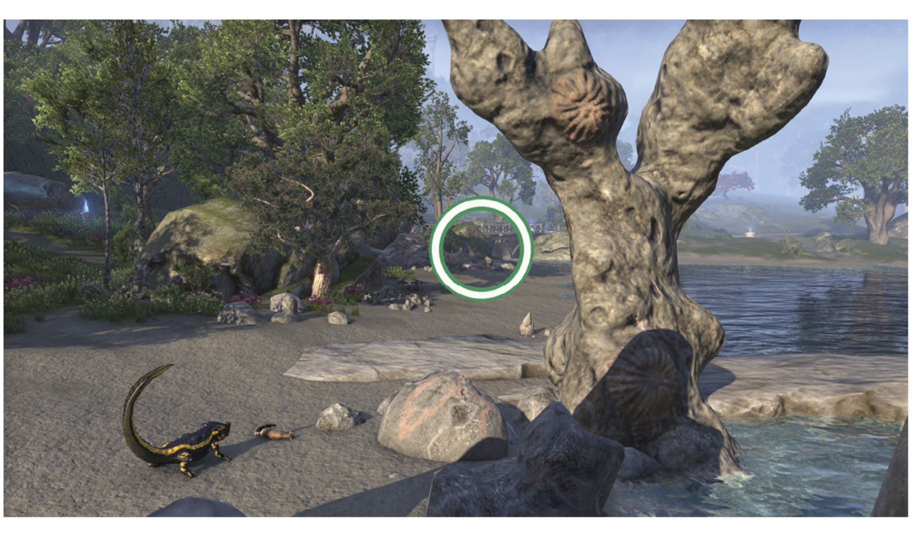
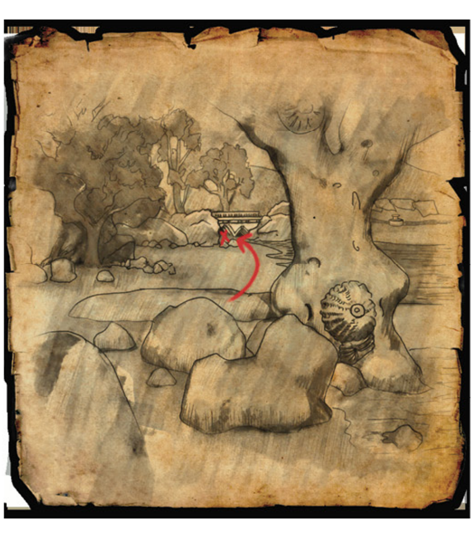
- Region 3: Behind the sand rocks, on the beach north of Group Boss: Gryphon Run.

SUMMERSET TREASURE MAP II

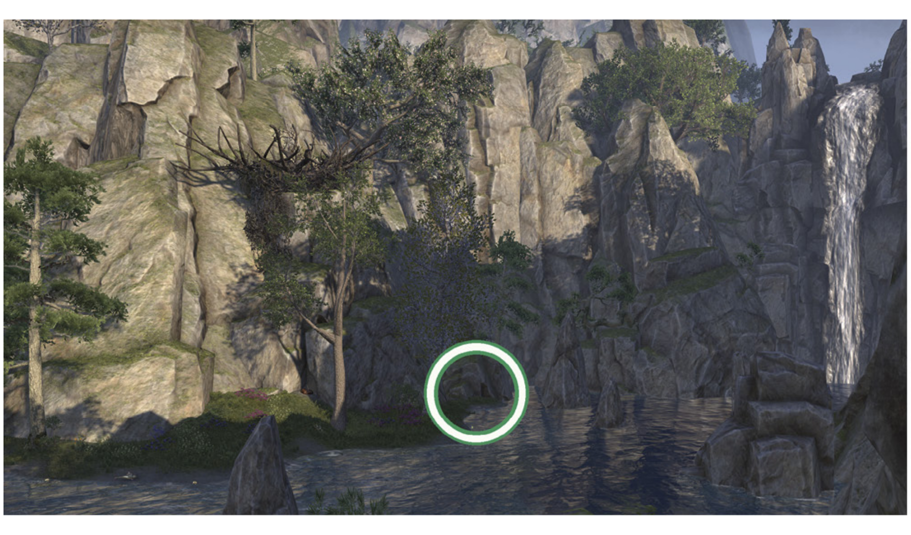
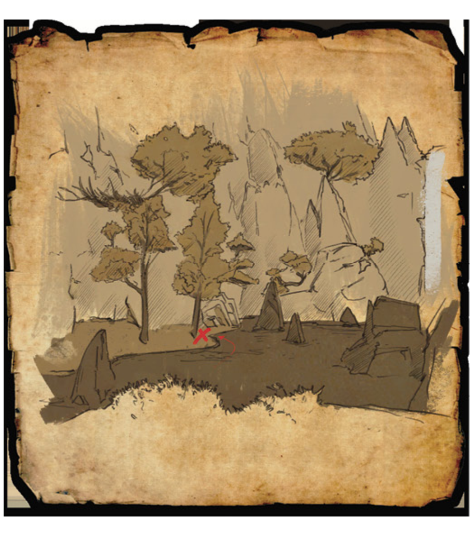
- Region 4: Near a tree on the far (north) grassy bank, above the river due west of Abyssal Geyser: Sil-Var-Woad.

SUMMERSET TREASURE MAP III

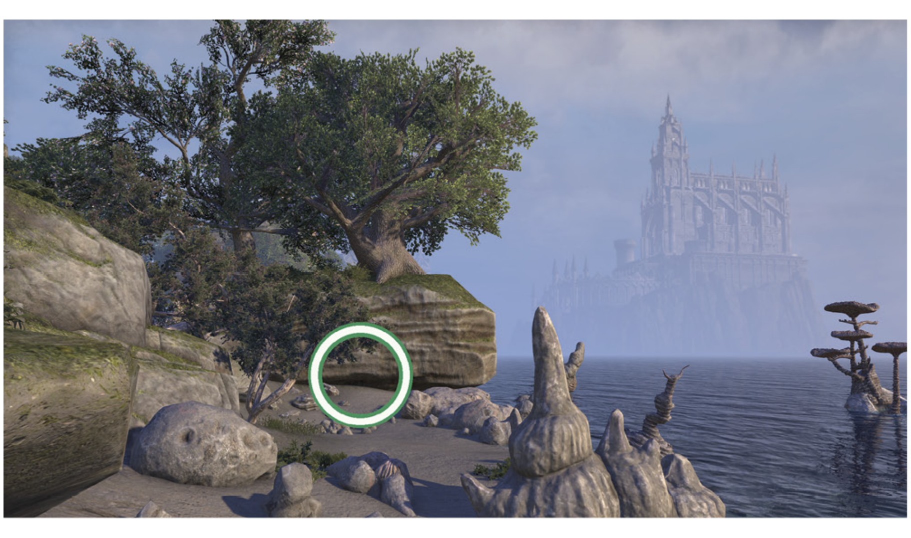
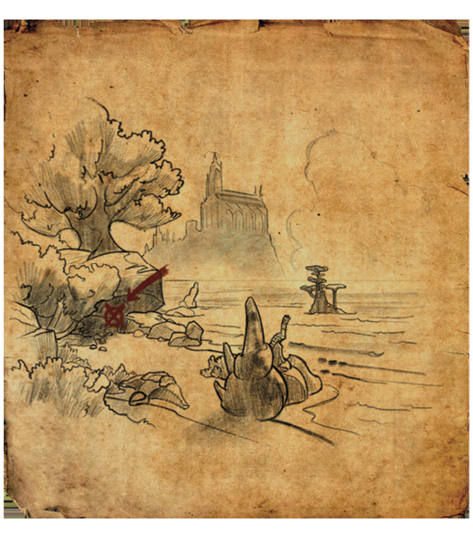
- Region 2 (border): Below the bridge at the mouth of the river leading up to Cloudrest, north of Abyssal Geyser: Rellenthil.

SUMMERSET TREASURE MAP IV

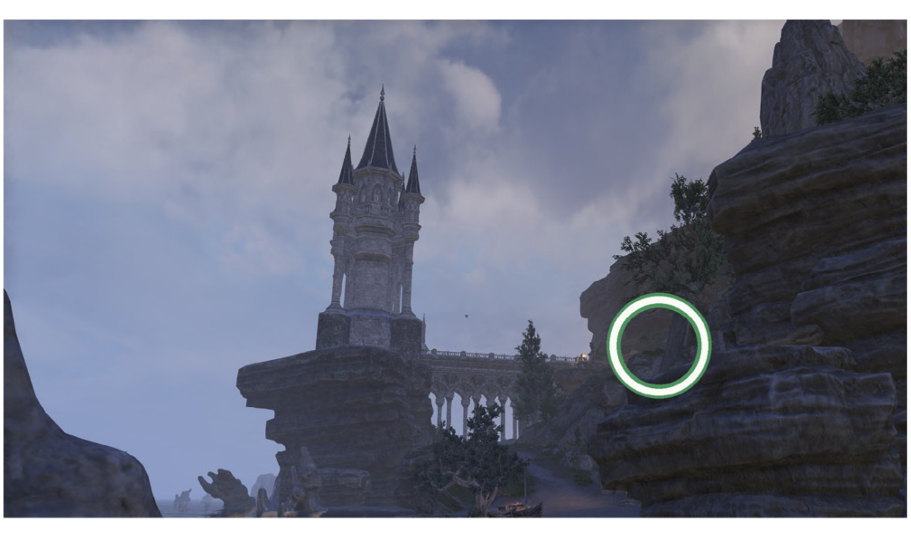
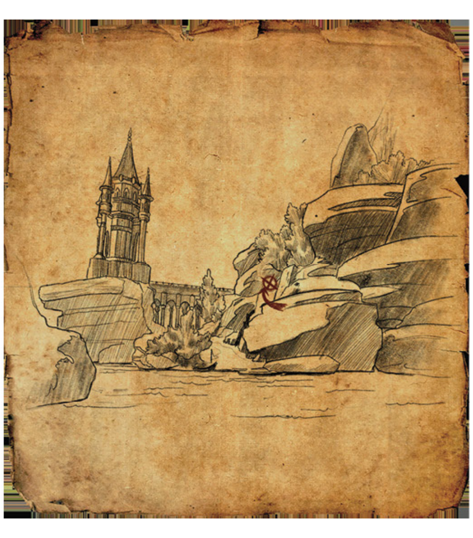
- Region 2: South of Secondary Location: The Vaults of Heinarwe (southeast of Cey-Tarn Keep), at the watery alcove near a Dead Drop Chest.

SUMMERSET TREASURE MAP V

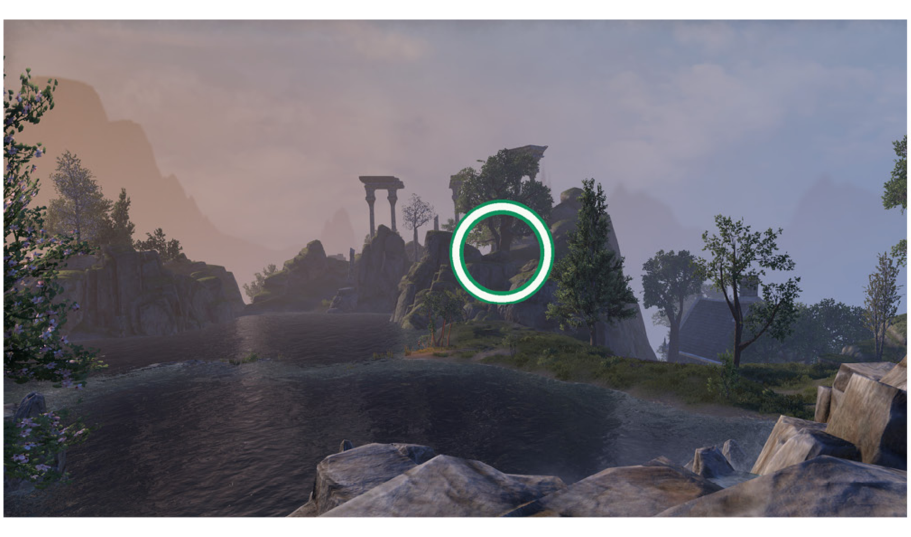
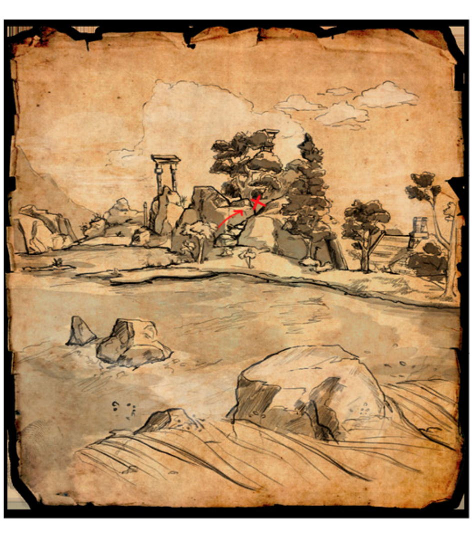
- Region 1: At the foot of a rock protrusion, on the beach north of Group Boss: The Queen's Hatchery.

SUMMERSET TREASURE MAP VI

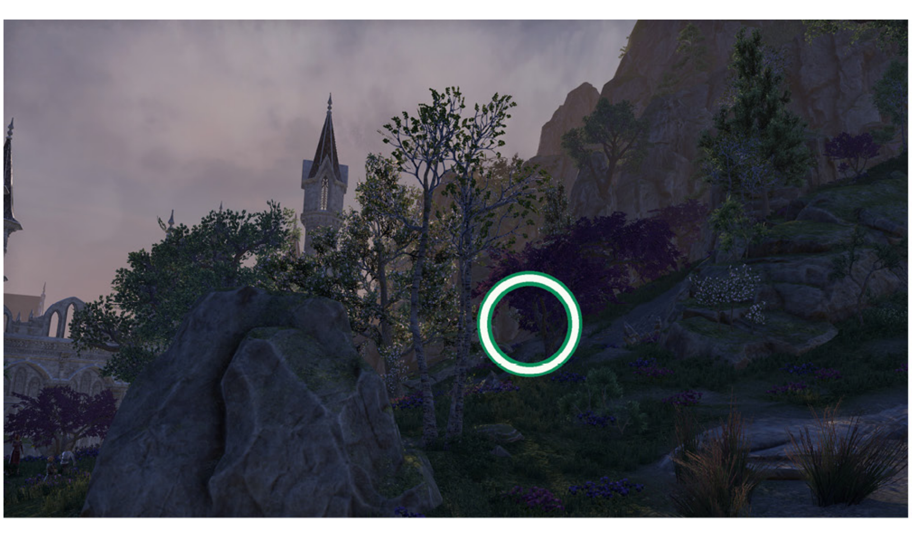
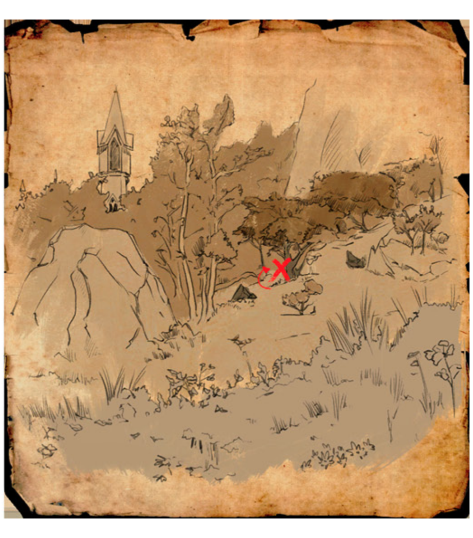
- Region 2: South of Secondary Location: The Vaults of Heinarwe (southeast of Cey-Tarn Keep), at the watery alcove near a Dead Drop Chest.

SUMMERSET CE TREASURE MAP I

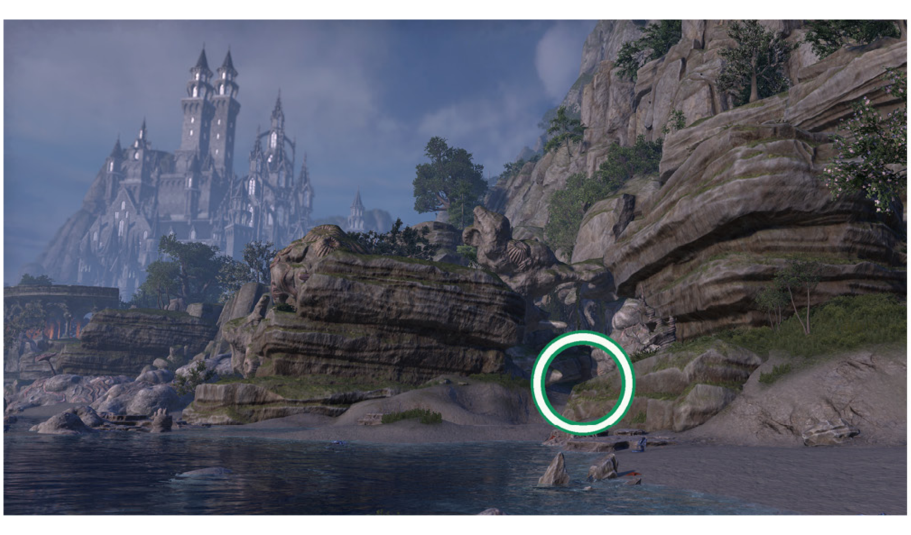
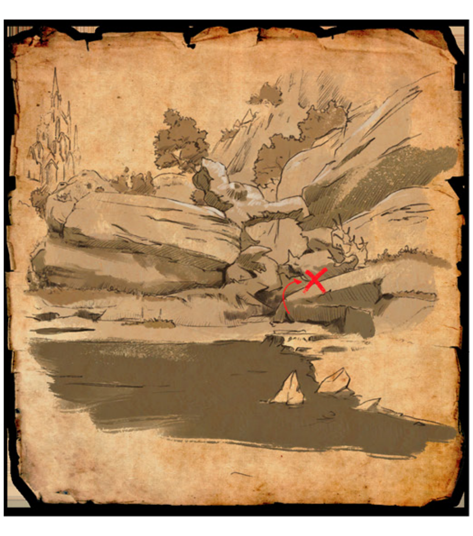
- Region 4: Near the campfire of Secondary Location: Night Runner Camp, across the lake from Archon's Grove.

SUMMERSET CE TREASURE MAP II

- Region 1: By a far boulder, in the sloping brush northeast of Illumination Academy and west of King's Haven Pass.

SUMMERSET CE TREASURE MAP III

- Region 2: Close to a Dead Drop Chest, just west of Group Boss: Welenkin Cove, west of Alinor.

Housing

Summerset features three new dwellings, two of which are located in the capital city of Alinor, though one is a lot fancier than the other. There's also a gargantuan hidden grotto to moor your own galleon!

GOLDEN GRYPHON GARRET

- Requirement: Awarded for completing Housing Quest: Room to Spare
- Price: Free/3,000 gold*
- Location: The Golden Gryphon Inn, Alinor
- Style of House: Inn Room

* Price is free if you complete the quest, or 3,000 gold if you've completed the quest elsewhere already.

- Notes: It's only a single room, but the advantage of this inn apartment is its unrivaled location, just steps from the gates of Alinor. That, and the rare prestige of an Alinor address!

ALINOR CREST TOWN HOUSE

- Requirement for Purchase: Summerset Grand Adventurer Achievement
- Location: Southeastern part of Alinor
- Style of House: Town house
- Notes: On the heights of Alinor, with easy access to the Royal Palace, this splendid mansion was built as a consulate for the Bosmeri Ambassador of the Camoran Dynasty. With the ambassador now in Elden Root, the town house is available for you!

COLOSSAL ALDMERI GROTTO

- Requirement for Purchase: Only available in the crownstore after *ESO: Summerset* launch.
- Location—Galleon: Moored at Alinor Docks.
- Location—Grotto: Along the southeastern coast, east of Sunhold (only accessible via galleon).
- Style of House: Notable
- Notes: Once a watering stop for the High Elf navy, this great cavernous grotto on the Summerset coast west of Dusk features shipboard compartments, magnificent Aldmeri ruins, weathered wood from several shipwrecks, and a sparkling subterranean waterfall.

Appendices

Merchants

The lands of Summerset feature a host of (mainly) friendly folk who ply their wares. Here's where they all are (in alphabetical order):

ALINOR (REGION 2)

GLADIATOR'S QUARTERS

- Battleground Merchant: Ravlan Fandas
- Battleground Furnisher: Grazhwu
- Battleground Furnisher: Llathasa Manel
- Battleground Supplies: Agathe Monstrose
- Battleground Supplies: Tinyeririe

OUTLAWS REFUGE

- Fence: Fenanaral
- Fence: Itnette
- Guild Trader: Utzaei
- Merchant: Zerh
- Moneylender: Esolarne

THE GOLDEN GRYPHON INN

- Brewer: Gryf Blakeny
- Innkeeper: Vintenwen

ALINOR STABLE

- Stablemaster: Sarohanar

ANGINIL'S PLACE

- Chef: Anginil

HOME FURNISHINGS AND PACK MERCHANTS

- Achievement Furnisher: Tarmimn
- Global Achievement Furnisher: Nolenowen
- Holiday Achievement Furnisher: Tildannire
- Home Goods Furnisher: Unwoltil
- Pack Merchant: Marakar

PLAZA OF THE HAND

- Alchemist: Emdular
- Blacksmith: Snabazkur
- Carpenter: Satha Ralaal
- Clothier: Bergi
- Enchanter: Nunorbel
- Grocer: Finnegil
- Jeweler: Felarian
- Merchant: Cilivia Juncus

CRAFTING MERCHANTS SQUARE

- Armorer: Tuminderion
- Leatherworker: Grashegg
- Tailor: Nuzon
- Weaponsmith: Rulenlionfdil
- Woodworker: Drakaws

ALINOR BANK

- Banker: Mornurdur
- Banker: Tilanfire

GUILD TRADERS (ALINOR COURTYARD)

- Guild Trader: Huzzin
- Guild Trader: Irna Dren
- Guild Trader: Rialilrin
- Guild Trader: Rubyn Denile
- Guild Trader: Talwullaure
- Guild Trader: Yggurz Strongbow

ALINOR FIGHTERS GUILD

- Armsman: Emerel
- Hall Steward: Aicessar
- Hall Steward: Rathornith

ALINOR MAGES GUILD

- Magister: Curinure
- Mystic: Desh-Taa

ARTAEUM WAYSHRINE (REGION 5)

- Merchant: Nalirsewen

CEY-TARN (REGION 2)

- Merchant: Quartermaster Mormalion

CLOUDREST (REGION 2)

- Merchant: Lembien

CORGRAD WASTES (REGION 1)

- Merchant: Maliren

CRYSTAL TOWER WAYSHRINE (REGION 1)

- Merchant: Hanursae

DIRENNI ACROPOLIS (REGION 3)

- Merchant: Quartermaster Linguvale
- Wandering Merchant: Quentin Rouillac
- Wandering Merchant Route: Direnni Acropolis, south to Eldbur Ruins, west to Russafeld, and back again

EASTERN PASS WAYSHRINE (REGION 4)

- Merchant: Varumil

EBON STADMONT (REGION 1)

- Merchant: Hanelaon

KING'S HAVEN PASS WAYSHRINE (REGION 3)

- Merchant: Miranrel

LILLANDRIL (REGION 1)

GUILD TRADERS MARKET

- Guild Trader: Ambalor
- Guild Trader: Nowagen
- Guild Trader: Rinedel

THE SHREWD BREW

- Brewer: Holithel
- Innkeeper: Tenigwe

THE MAGES GUILD

- Magister: Nalinril
- Magus: Ilas-Betu
- Mystic: Athyn Menas

THE FIGHTERS GUILD

- Armsman: Loraaldel
- Hall Steward: Nebhavar

PRISONER'S HOLD (SECONDARY LOCATION: REGION 4)

- Merchant: Hirenariel

RELLENTHIL (REGION 2)

(OUTSIDE OF) CANONREEVE'S HOUSE

- Merchant: Narirasi

RUSSAFELD (REGION 3)

- Wandering Merchant: Quentin Rouillac
- Wandering Merchant Route: Russafeld, east and north to Eldbur Ruins, north and east to Direnni Acropolis, and back again

SHIMMERENE (REGION 4)

PLAZA OF THE EIGHT

- Guild Trader: Quelilmor
- Guild Trader: Sargalash
- Guild Trader: Varandia

SHIMMERENE STABLE

- Stablemaster: Tholdinlor

SHIMMERENE MAGES GUILD

- Magister: Enalde
- Magus: Dessathiel
- Mystic: Ohlinonde

SHIMMERENE FIGHTERS GUILD

- Armsman: Vahazi
- Hall Steward: Idaug

PACK MERCHANT ANCELHROS

- Pack Merchant: Ancelhros

ANCHORS AWEIGH INN

- Brewer: Riharai
- Innkeeper: Cuileril

SHIMMERENE WAYSHRINE (REGION 4)

- Wandering Merchant: Falordilmo
- Wandering Merchant Route: Shimmerene Wayshrine, south to Sil-Var-Woad, west to Eastern Pass wayshrine, west to the wayshrine at Sunhold, and back again.

SIL-VAR-WOAD WAYSHRINE (REGION 4)

- Merchant: Virunmariel

SUNHOLD WAYSHRINE (REGION 4)

- Wandering Merchant: Falordilmo
- Wandering Merchant Route: Wayshrine at Sunhold, east to Eastern Pass wayshrine, east to Sil-Var-Woad, north to Shimmerene wayshrine, and back again

The lands of Summerset also have places for you to attempt your own tinkering. Note that cooking fires are much more common and are not tracked, aside from locations where other crafting stations are present. Here's where all of this occurs (in alphabetical order):

ALINOR (REGION 2)

PLAZA OF THE HAND

Alchemy Station, Blacksmithing Station, Clothing Station (2), Cooking Fire, Enchanting Table (2), Jewelry Station (2), Outfit Station, Woodworking Station (2)

ARTAEUM CRAFTWORKS (REGION 5)

Blacksmithing Station, Clothing Station, Jewelry Station, Woodworking Station

AUGURY BASIN (REGION 1)

Blacksmithing Station, Clothing Station, Cooking Fire, Jewelry Station, Woodworking Station

CLOUDREST (REGION 2)

Alchemy Station, Blacksmithing Station, Clothing Station, Cooking Fire, Enchanting Station, Outfit Station

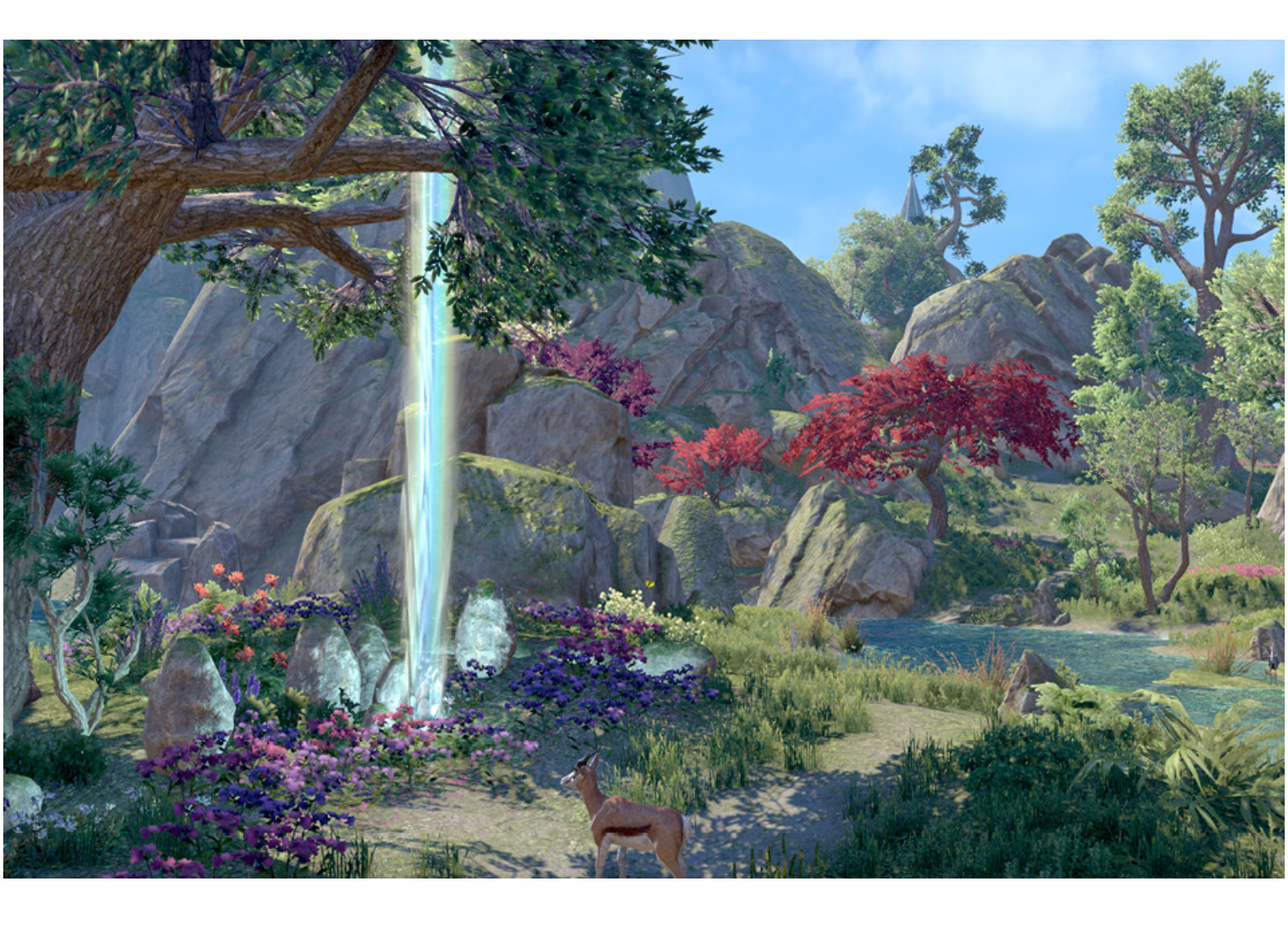
SHIMMERENE DOCKWORKS (REGION 4)

Blacksmithing Station, Clothing Station, Cooking Fire, Jewelry Station, Woodworking Station

Skyshards

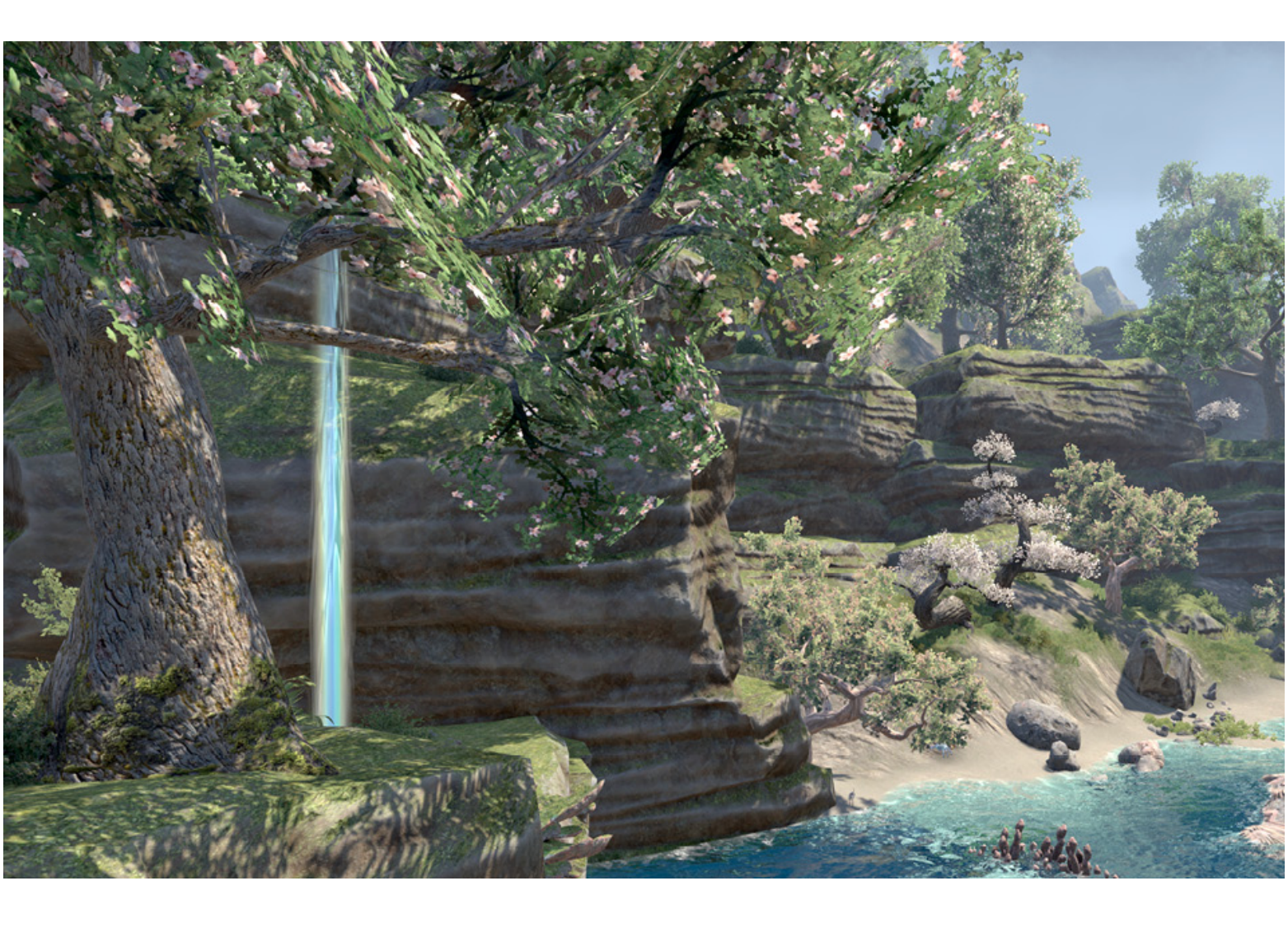
There are a total of 18 Skyshards hidden around Summerset; ten are on the exterior landscape of the world, and eight are inside the interior of a location. Earn a Skill Point for every three Skyshards collected, for a total of six Skill Points. Find all 18, and you receive the Summerset Skyshard Hunter achievement.

EAST OF CEY-TARN KEEP



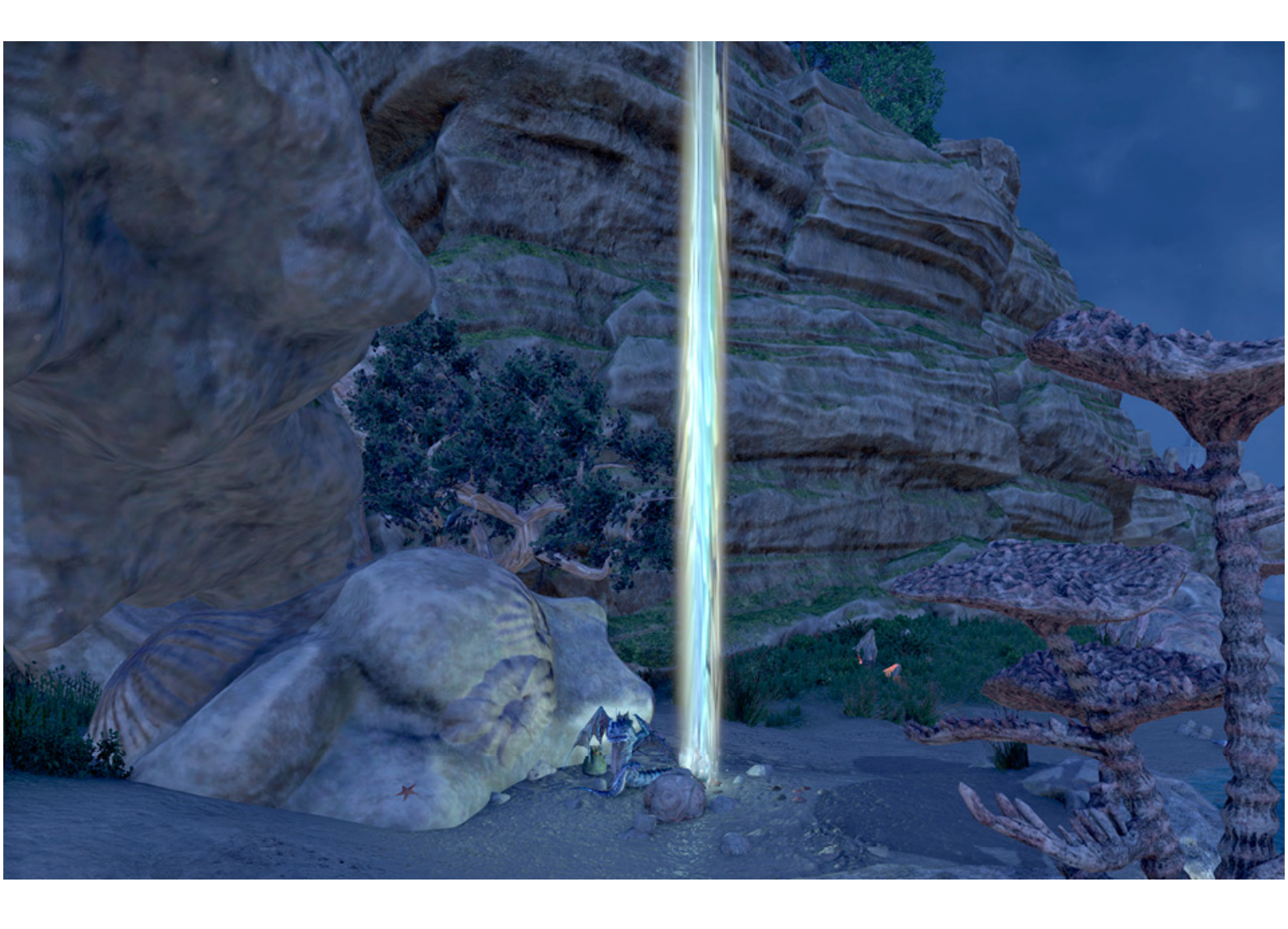
- Map: Summerset (World)
- Region: 2
- Information: Among a nest of stone eggs east of Cey-Tarn Keep.
- Location: Secondary Location—Gryphon Dell: On a small river island under a large tree, between two rushing streams.

WEST OF CATHEDRAL OF WEBS



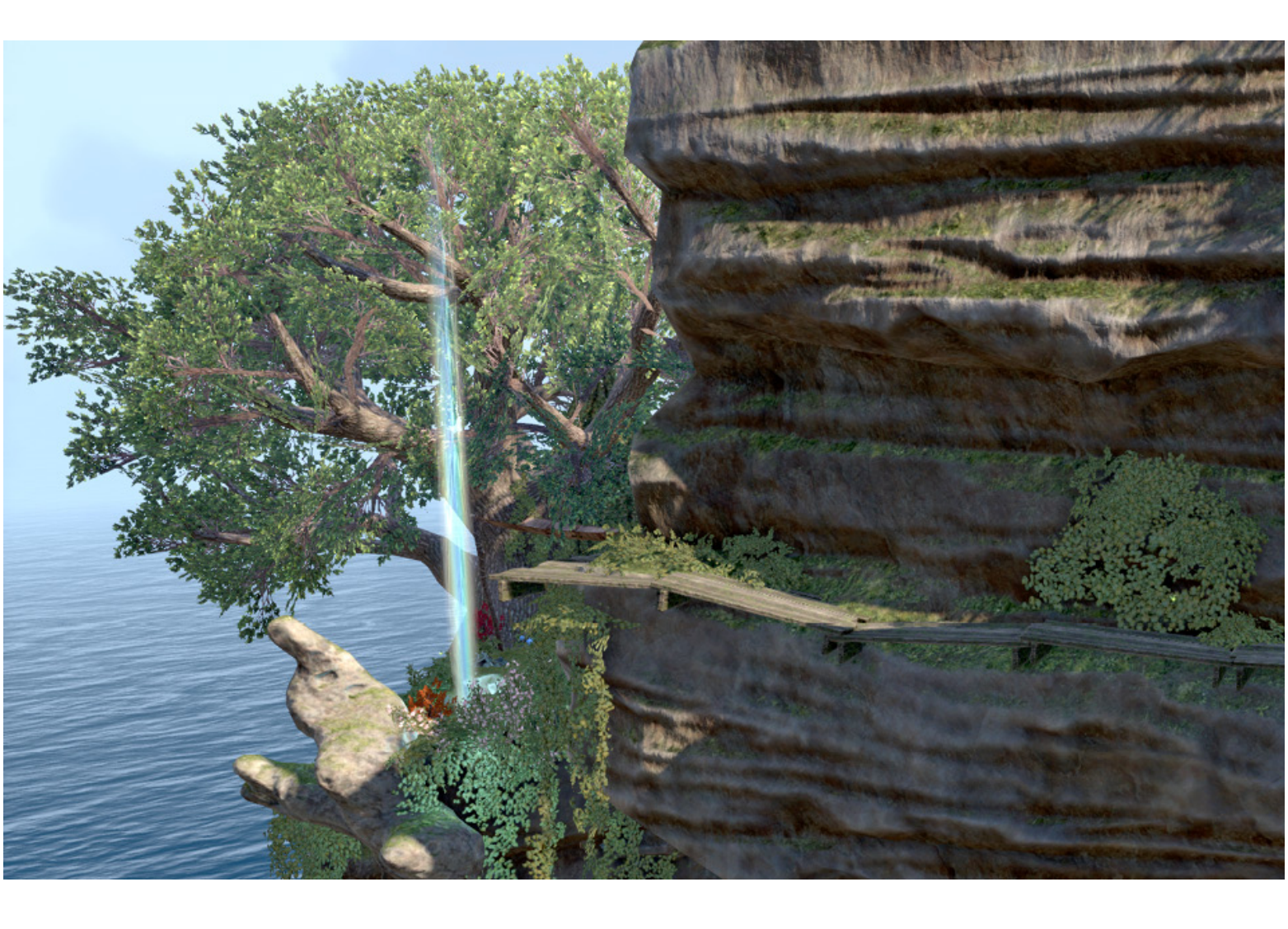
- Map: Summerset (World)
- Region: 1
- Information: On a tiny peninsula beneath the Cathedral of Webs.
- Location: Primary Location—Cathedral of Webs: On the rock promontory west of the cathedral. Use the jutting rocks and drop down from above.

NORTH OF KARNWASTEN



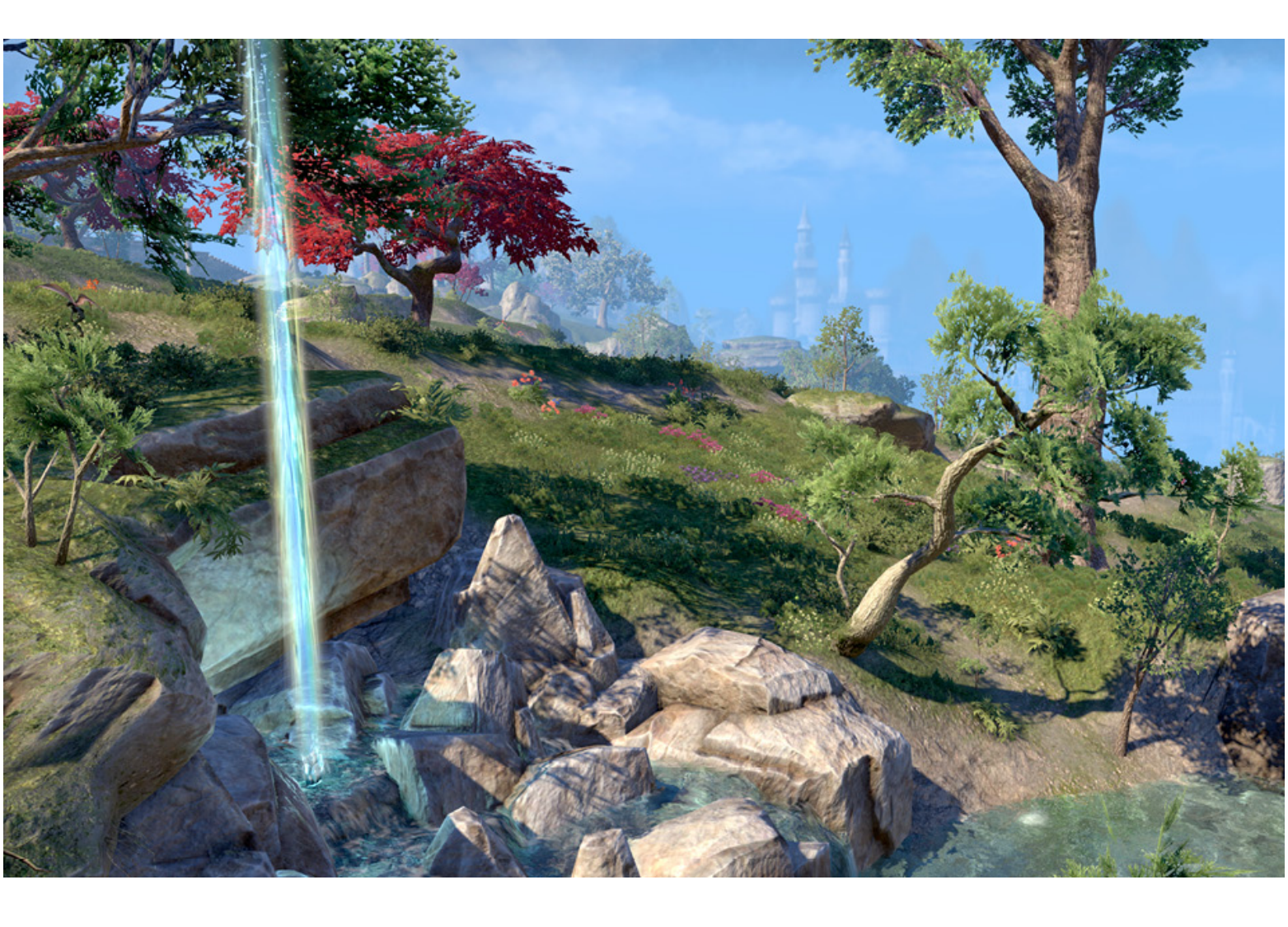
- Map: Summerset (World)
- Region: 1
- Information: Along the beach north of Karnwasten
- Location: Primary Location—Karnwasten (West Entrance): Scramble west, down the beach slope just before the public dungeon entrance, and head north along the beach.

SOUTHEAST OF VEYOND WYTE WAYSHRINE



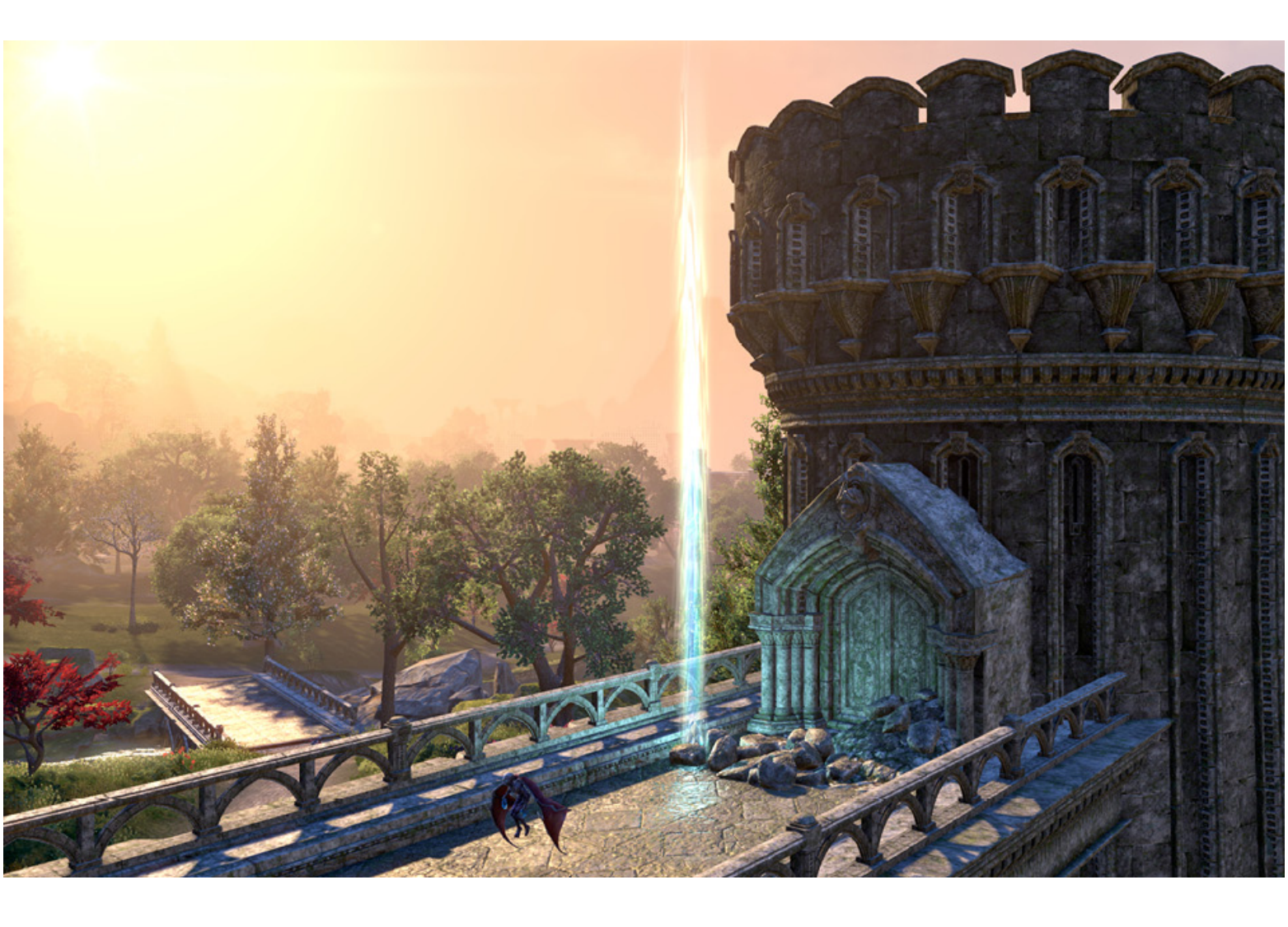
- Map: Summerset (World)
- Region: 3
- Information: At a camp across a narrow plank walkway
- Location: Secondary Location—Cliff Camp: Look for a looping path just north of the cliff camp, looping around to the cliff plank, to access it.

NORTH OF SHIMMERENE WAYSHRINE



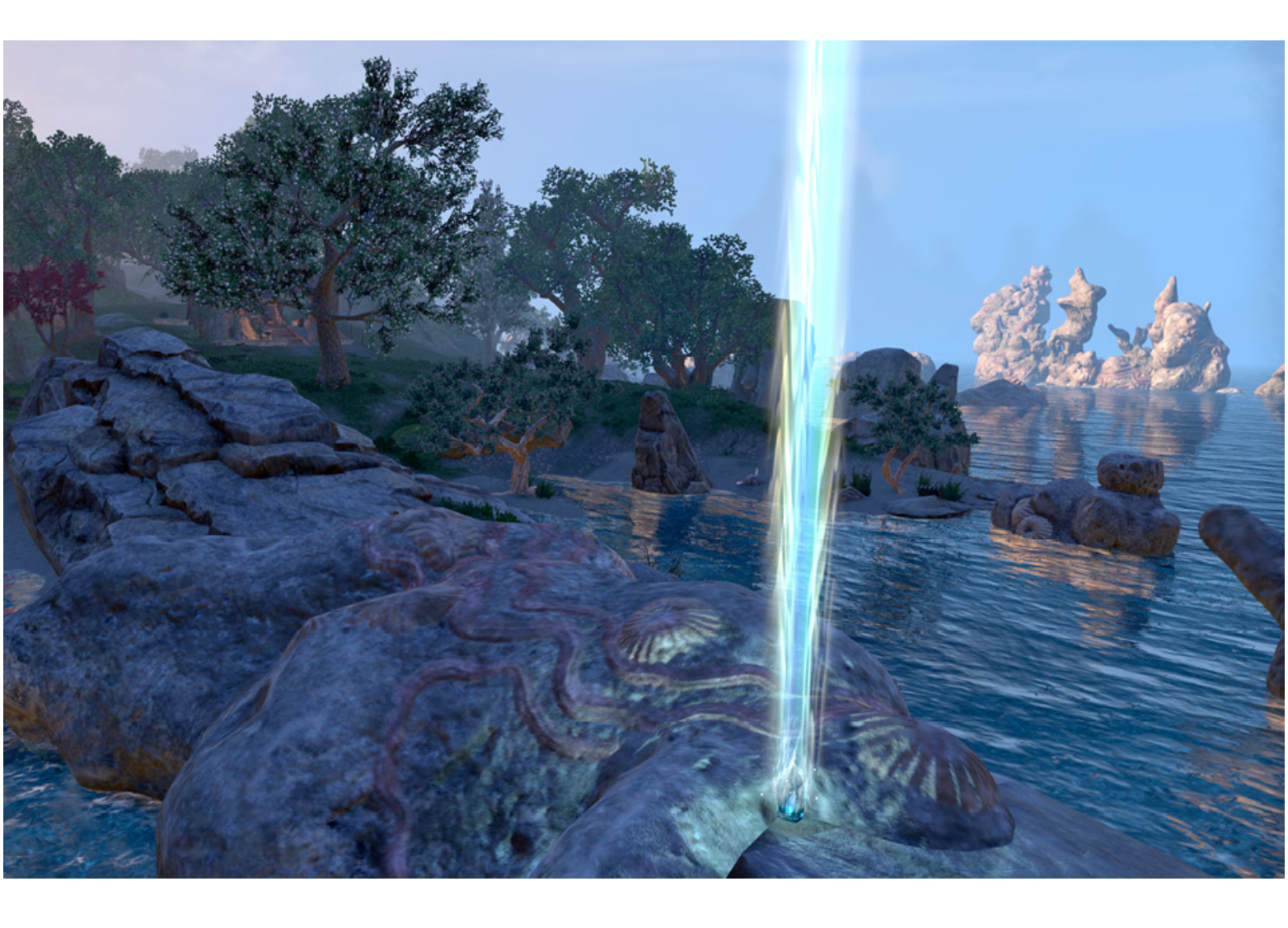
- Map: Summerset (World)
- Region: 3
- Information: In the mouth of the falls overlooking Shimmerene.
- Secondary Location—Makeshift Camp: Head north from Shimmerene Wayshrine, following the waterfall upstream to its source, close to the main road near the camp.

KEEP OF THE ELEVEN FORCES



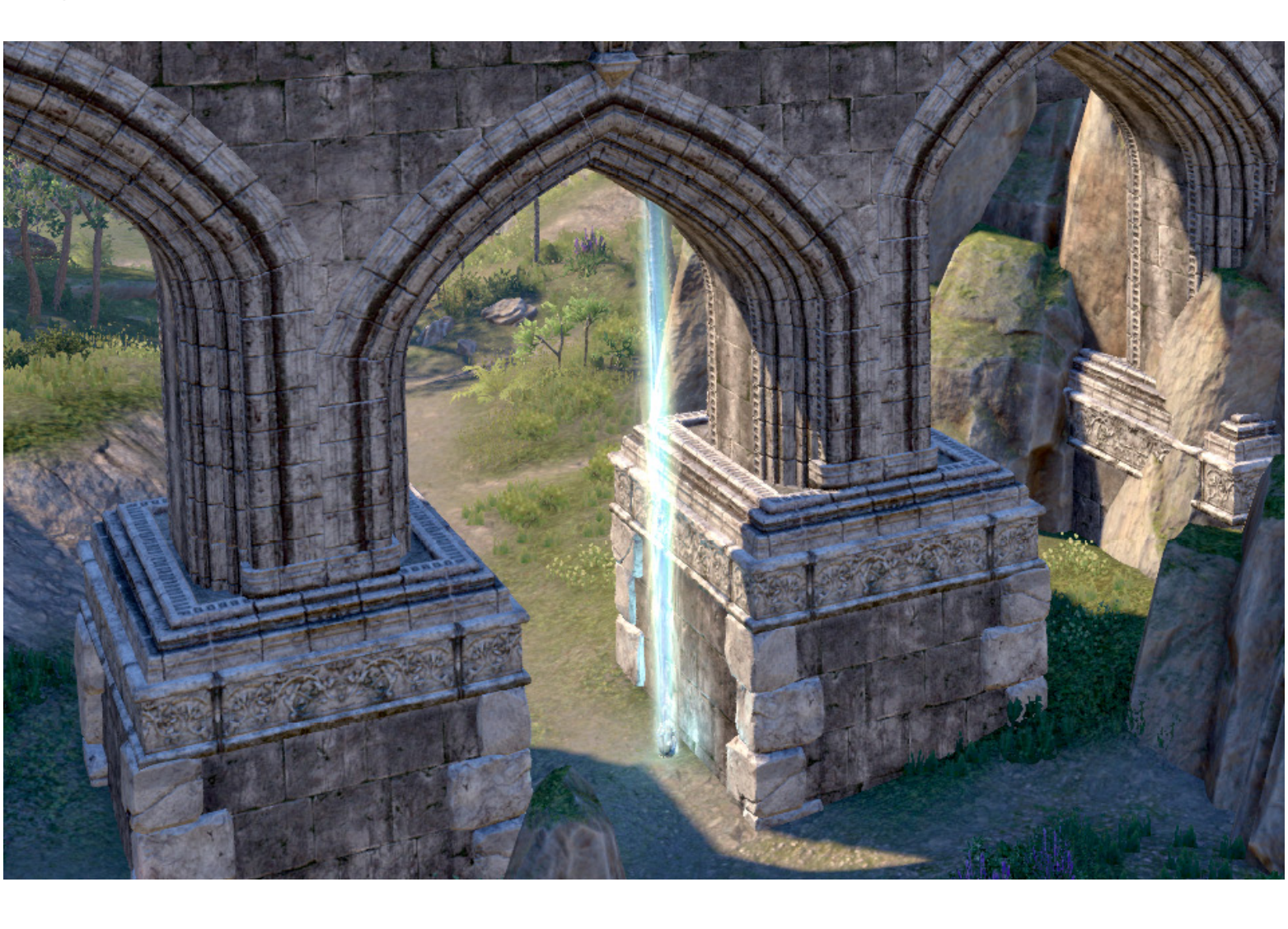
- Map: Summerset (World)
- Region: 4
- Information: At the ruins of the Keep of the Eleven Forces
- Location: Primary Location—Keep of the Eleven Forces: At the foot of the inaccessible tower, across the bridge battlements, on the north side of the location.

NORTHEAST OF DUSK KEEP



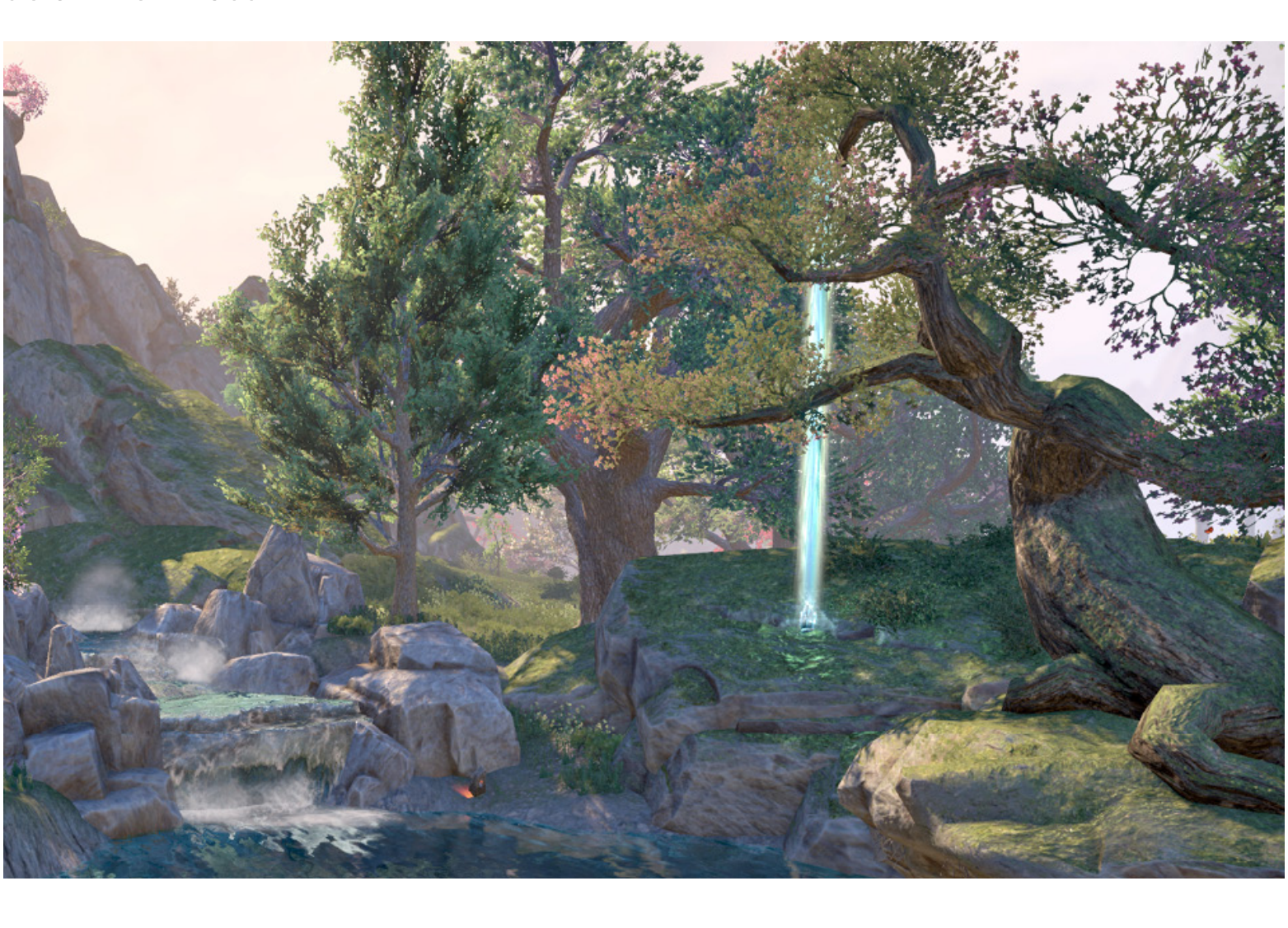
- Map: Summerset (World)
- Region: 4
- Information: Along the sun's path toward dusk.
- Location: Secondary Location—Garden of Ingarlas: On the low, rocky beach outcrops just southwest of the garden, or northeast across the bay from Dusk Keep.

AT SEA KEEP



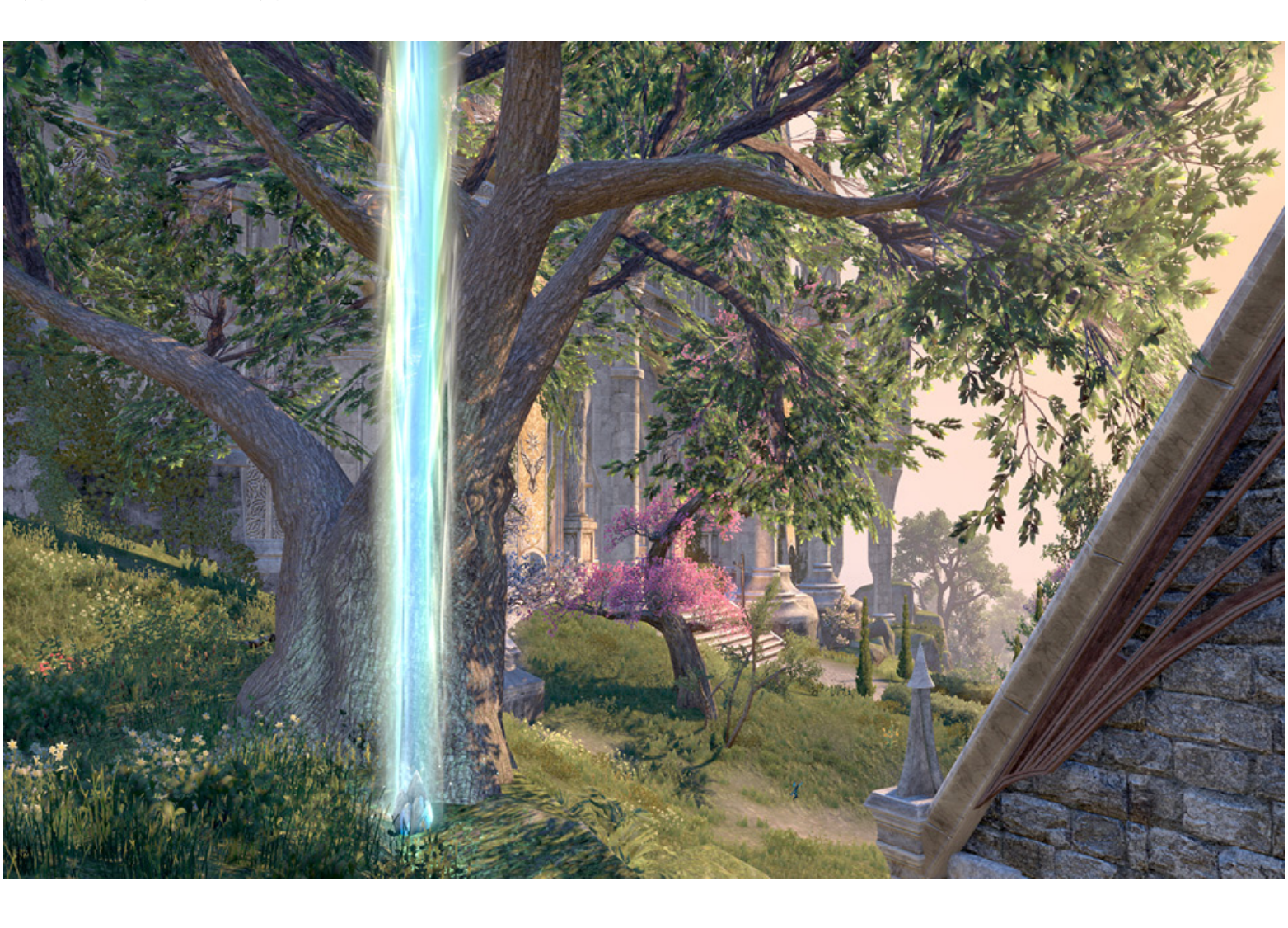
- Map: Summerset (World)
- Region: 1
- Information: Under Sea Keep's towering fortifications
- Location: Primary Location—Sea Keep: Under the middle archway of the bridge spanning the north entrance gate tower.

SOUTH OF RUSSAFELD



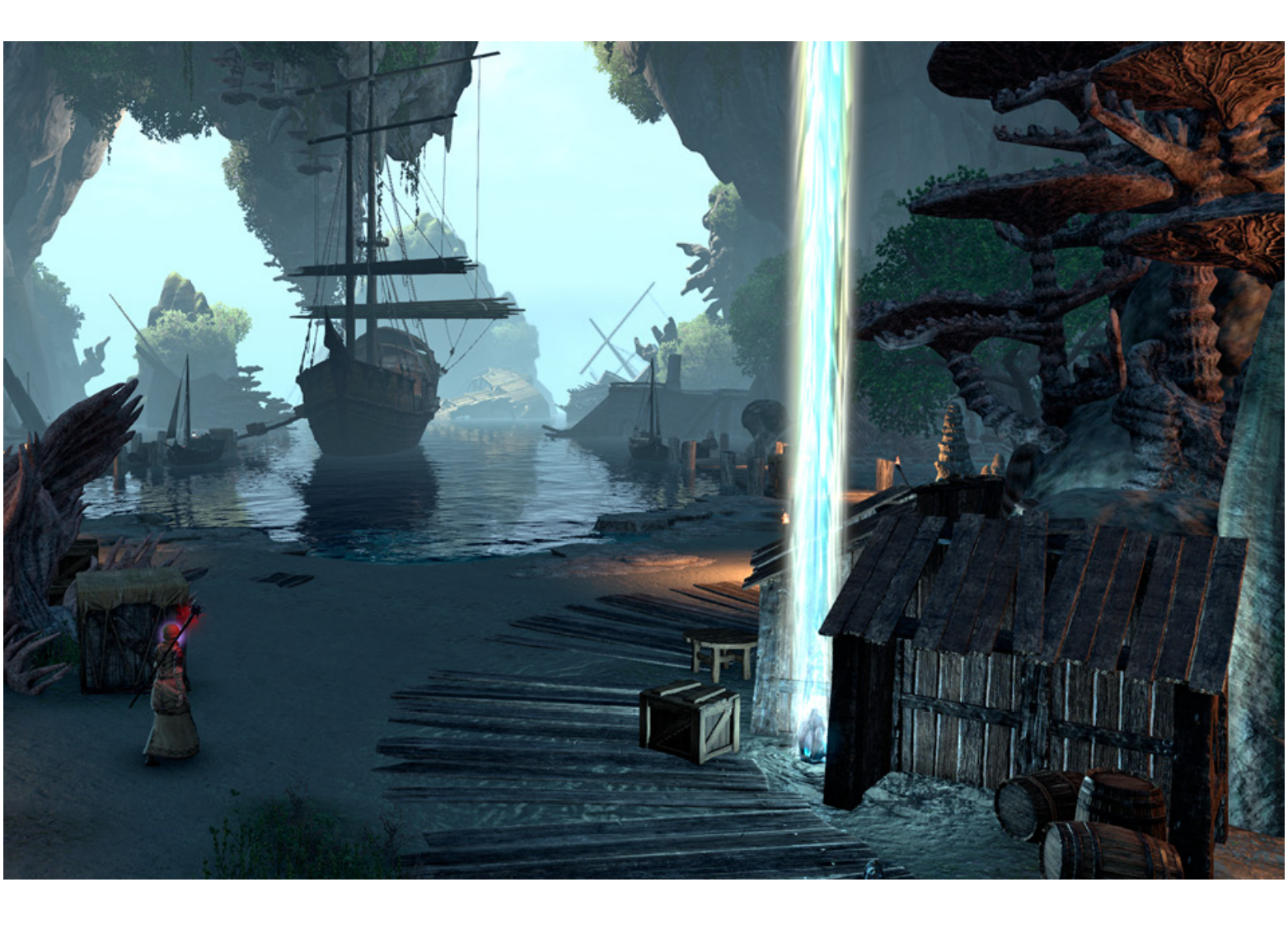
- Map: Summerset (World)
- Region: 3
- Information: South of Russafeld, where the mossy archer's aim flies true
- Location: Secondary Location—the Mossy Archer: South of Russafeld, or west of Group Boss: Indrik Frolic, on the north side of the fishing pool with the archer statue.

NORTH OF ALINOR



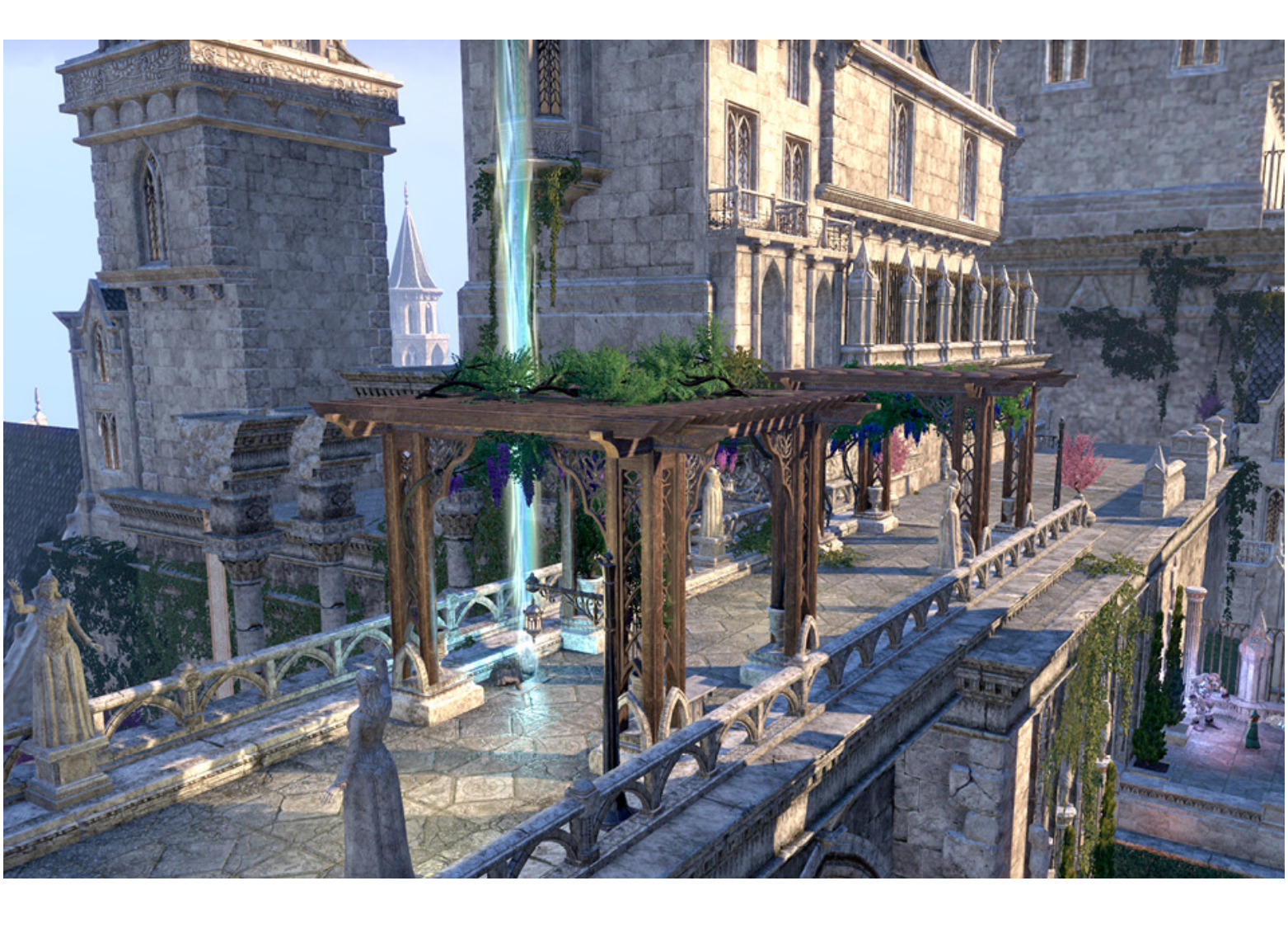
- Map: Summerset (World)
- Region: 2
- Information: Overlooking the Oleander Coast Winery
- Location: Primary Location—Alinor: Look behind and above the Oleander Coast Winery, just north of Alinor's north gate. The Skyshard is on the rocky ground under a large tree.

KARNWASTEN INTERIOR



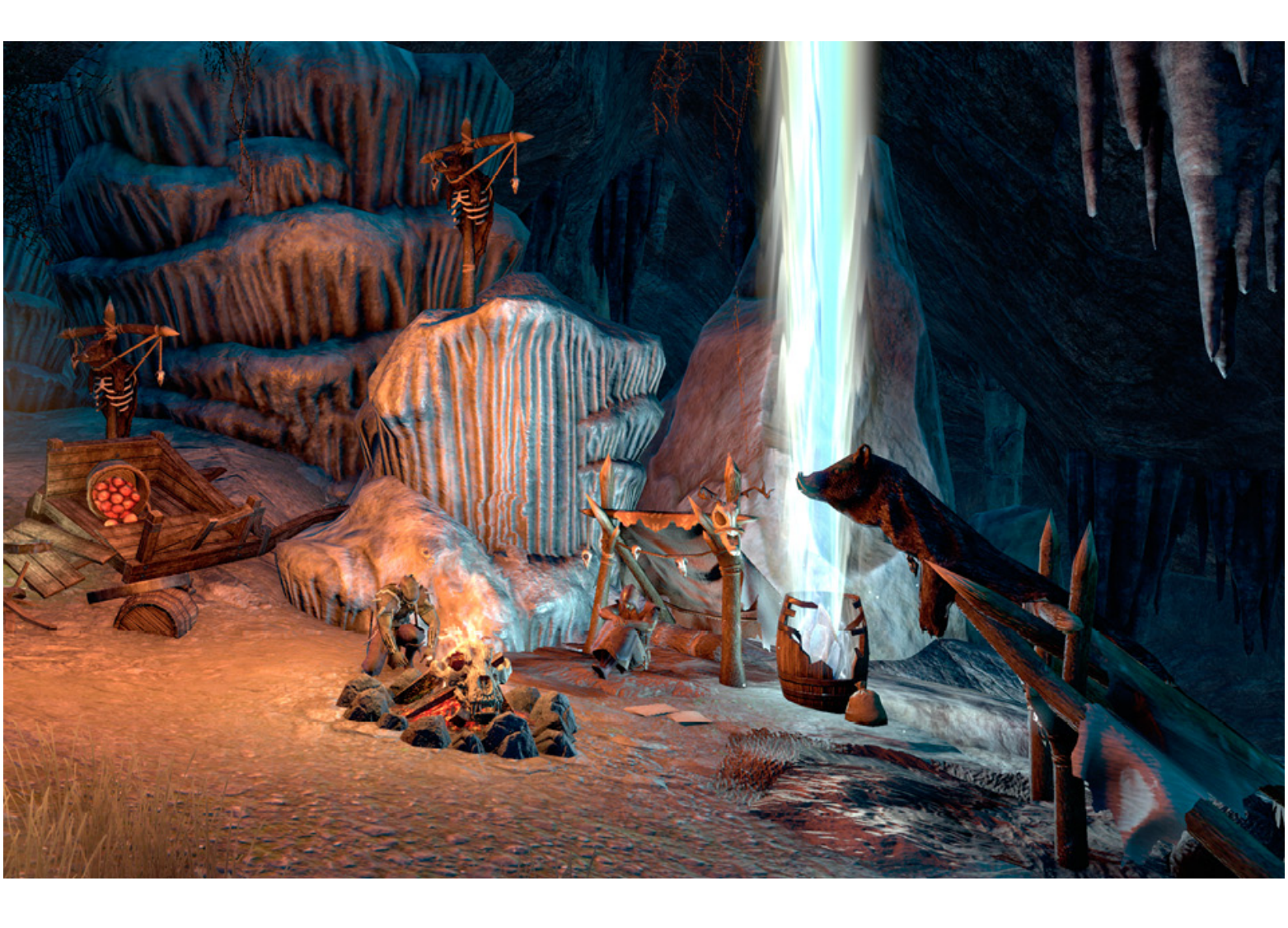
- Map: Karnwasten (Interior)
- Region: 1
- Information: Among the shanties in Karnwasten's cove.
- Location: By a shanty house on the cove beach, in the east-central part of this delve.

SUNHOLD INTERIOR



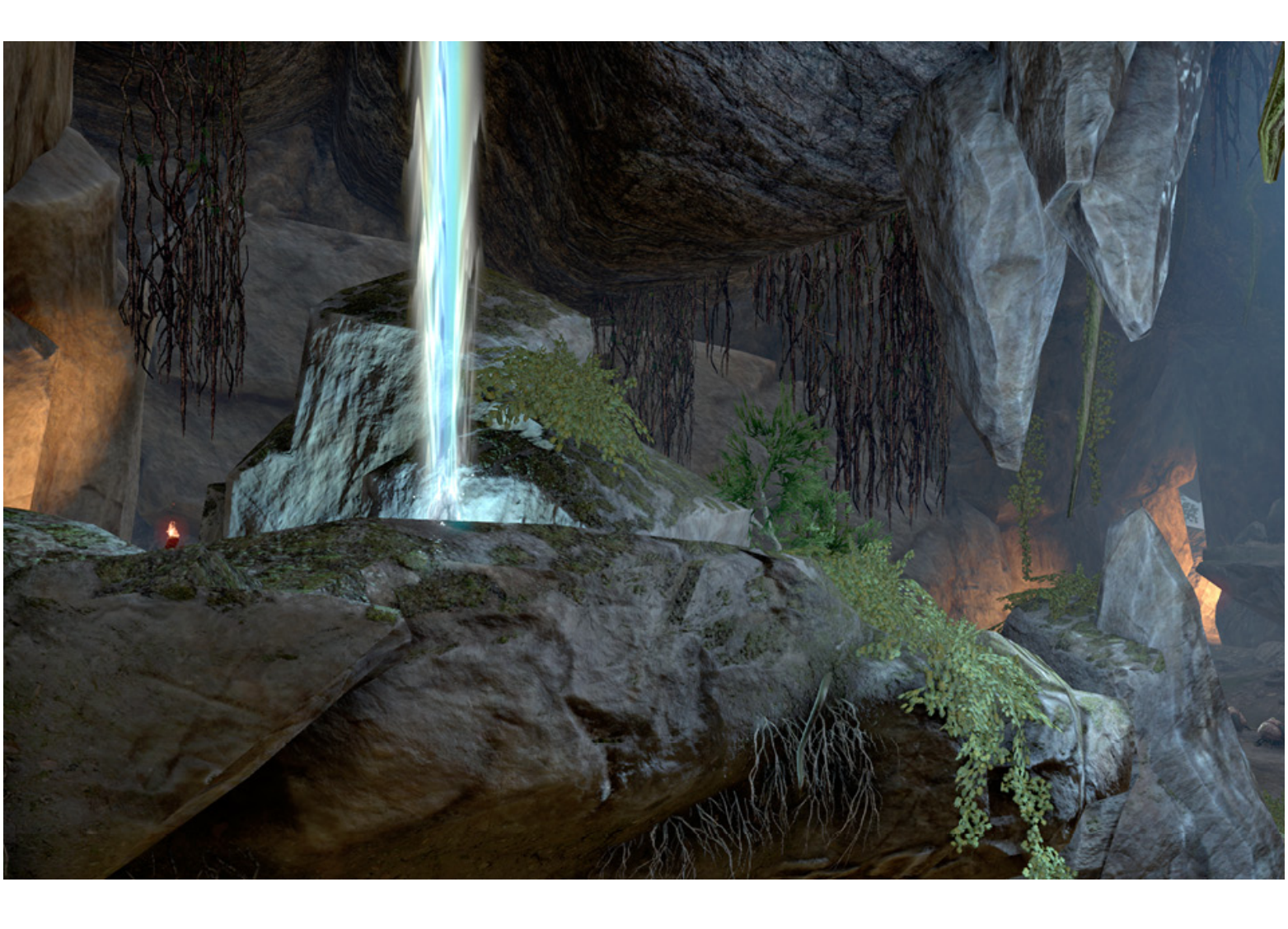
- Map: Sunhold (Interior)
- Region: 4
- Information: High above the heart of Sunhold.
- Location: On the upper bridge spanning southwest to northeast, with the Pyandonean Wind (boss) at its northeast end. Access it via the stone steps up from where Sunnawel the Gryphon is freed.

KING'S HAVEN PASS INTERIOR



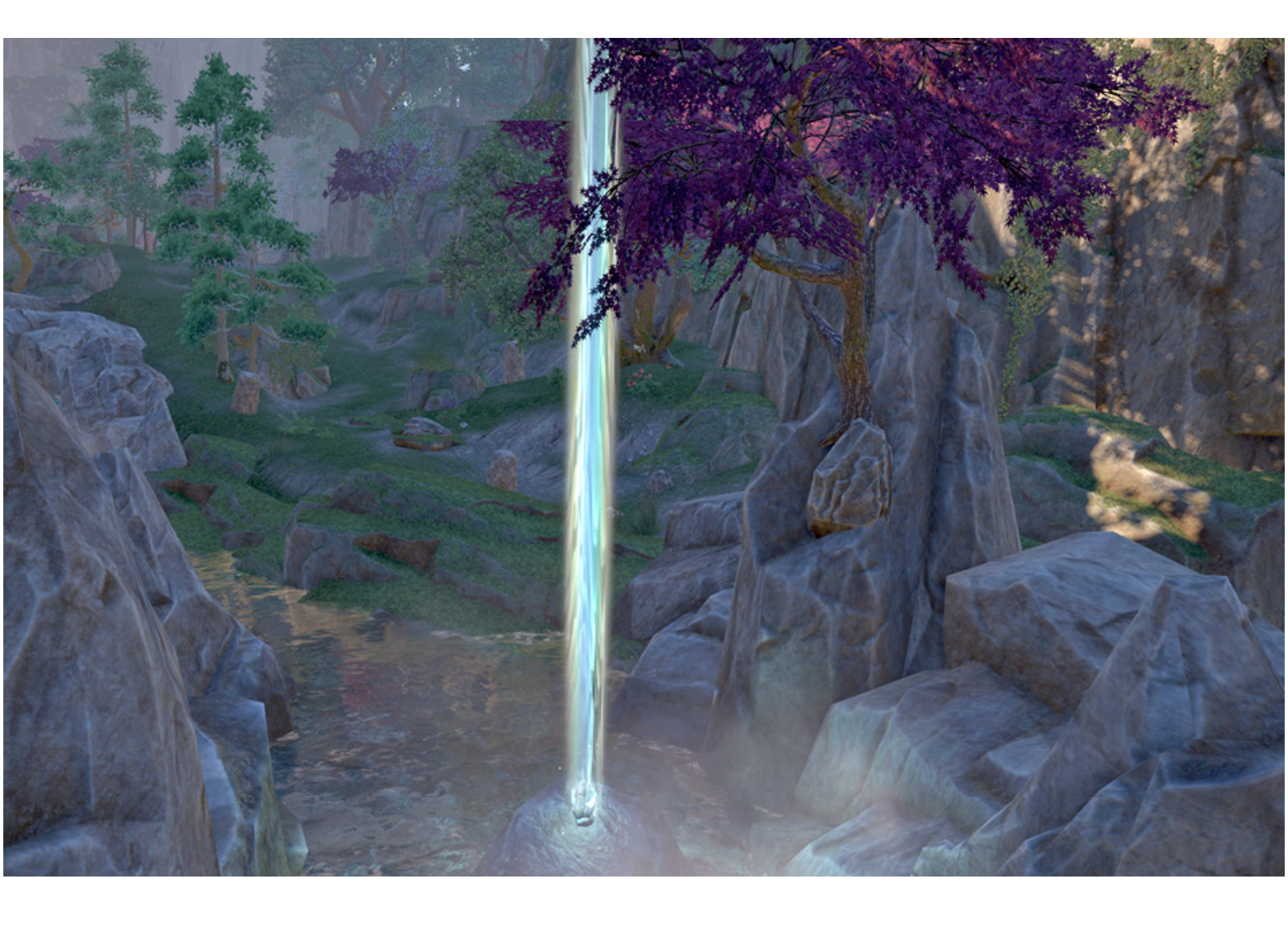
- Map: Coral-Splitter Caves and Ancient Ruins (Interior)
- Region: 3
- Information: Stuffed in a barrel by goblins in King's Haven Pass.
- Location: Enter King's Haven Pass, and take the north entrance into the Coral-Splitter Caves, working your way to the northeast cavern path and small camp where the barrel-infused Skyshard is hidden.

ETON NIR GROTTO INTERIOR



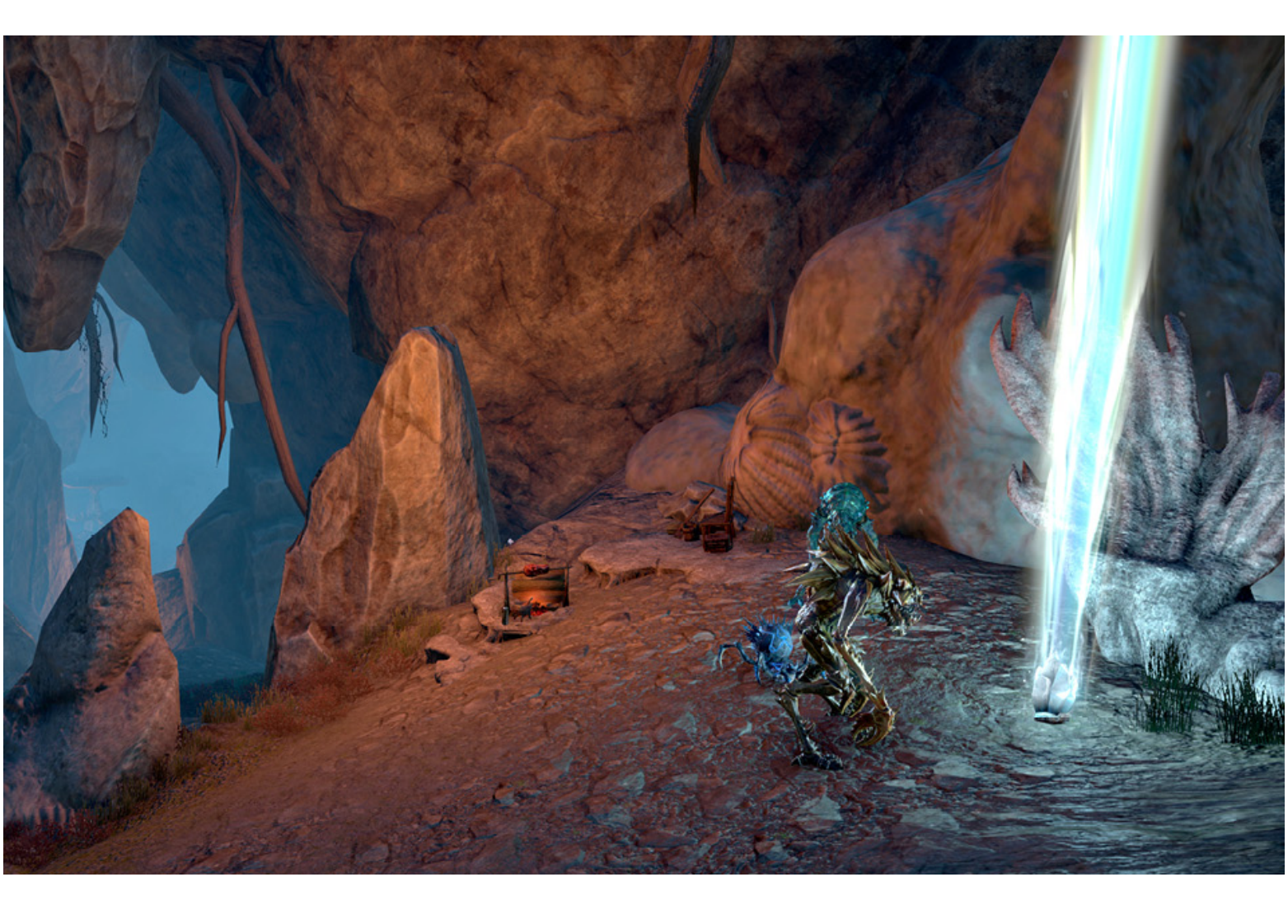
- Map: Eton Nir Grotto (Interior)
- Region: 3
- Information: Overlooking a sun-kissed path in Eton Nir Grotto
- Location: Head to the far west, central cavern just north of where you fight Kayliriax the Spinner. There's a giant boulder with a path up to the edge where the Skyshard is, below the path with sunlight shining on it.

ARCHON'S GROVE (INTERIOR)



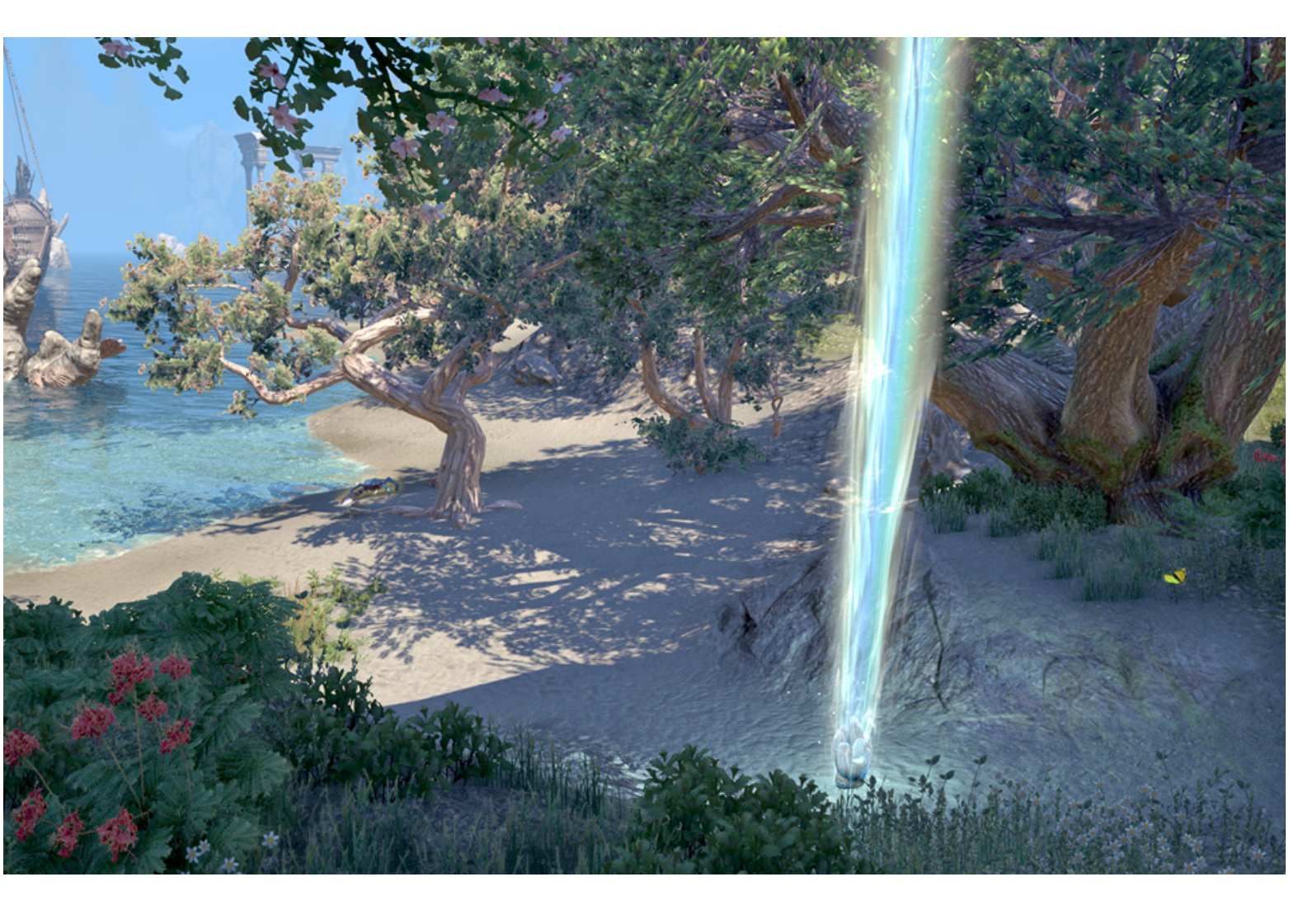
- Map: Archon's Grove (Interior)
- Region: 4
- Information: At the mouth of the falls in Archon's Grove.
- Location: On the southern cliffs of Archon Grove; follow the waterfalls downstream and south until you reach the edge; the Skyshard is perched on a rock atop the falls.

TOR-HAME-KHARD (INTERIOR)



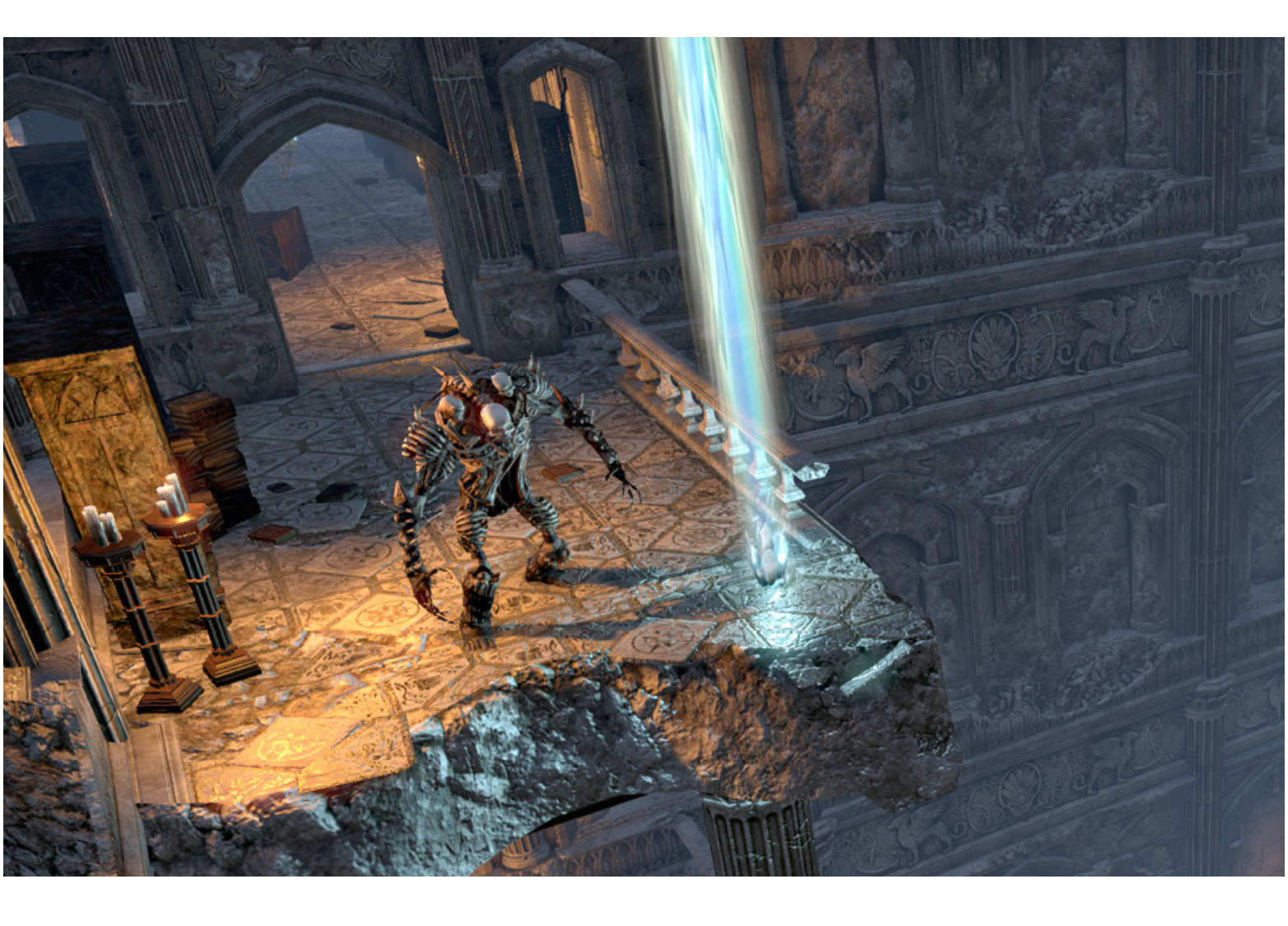
- Map: Tor-Hame-Khard (Lower)
- Region: 3
- Information: In the caverns of Tor-Hame-Khard.
- Location: Work your way through the carved-stone chambers until you reach the Yaghra-infested natural caverns; then check a small camp along the northeastern edge of the main cavern area.

WASTEN CORALDALE (EXTERIOR)



- Map: Wasten Coraldale (Exterior)
- Region: 2
- Information: Near an angler's favorite fishing spot in Wasten Coraldale.
- Location: Once you set sail from Summerset, reach this island, and navigate the initial cave tunnels. Head left (west) to a fishing cove on the western side of Coraldale.

TRAITOR'S VAULT (INTERIOR)

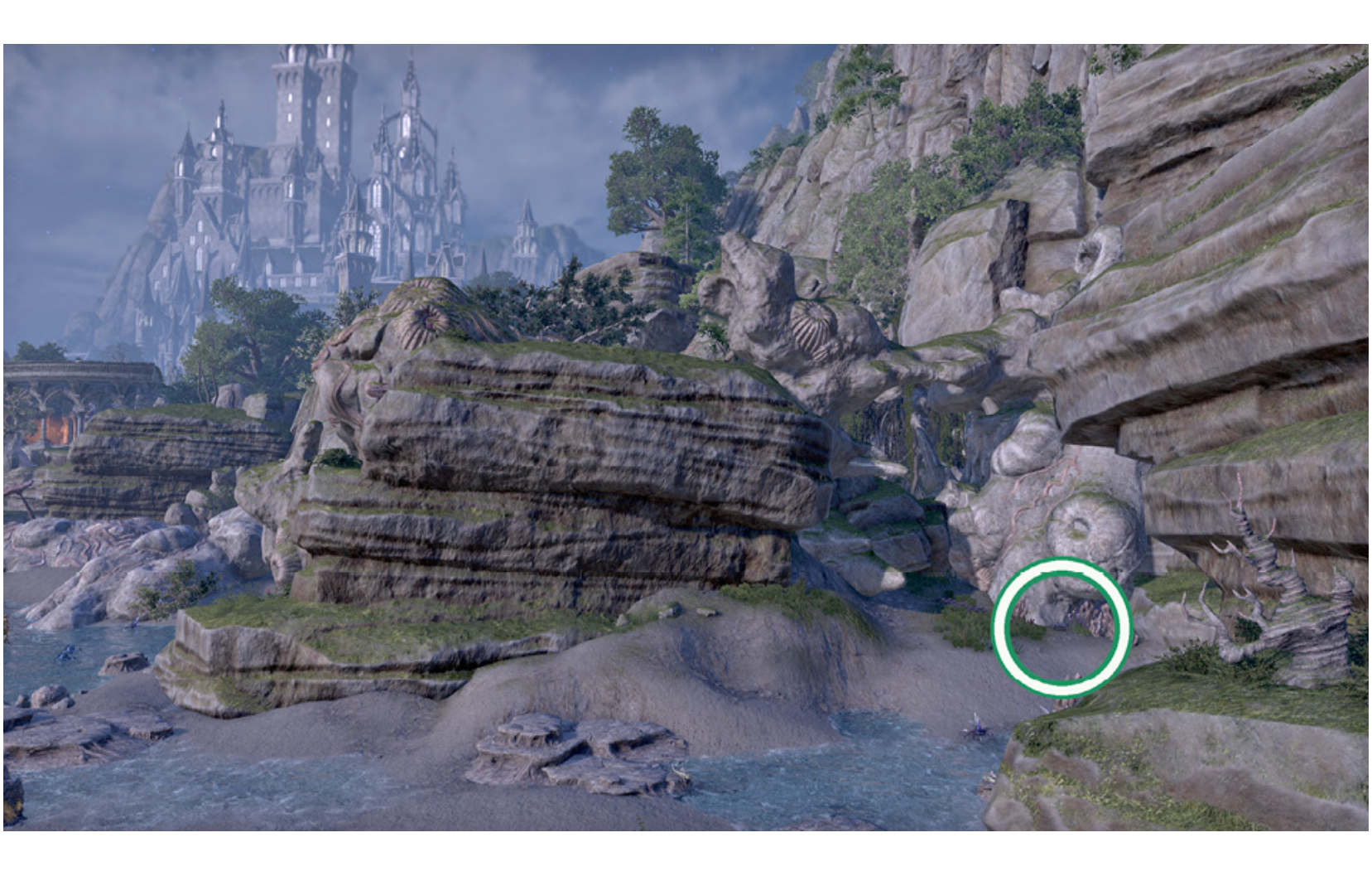


- Map: Traitor's Vault (Upper)
- Region: 5
- Information: Looming over the center of the Traitor's Vault
- Location: By a Bone Colossus on the ruined balcony of the central chamber. Use the interior maps to plot your path (come in from the northeast).

Thieves Guild Dead Drop Chests

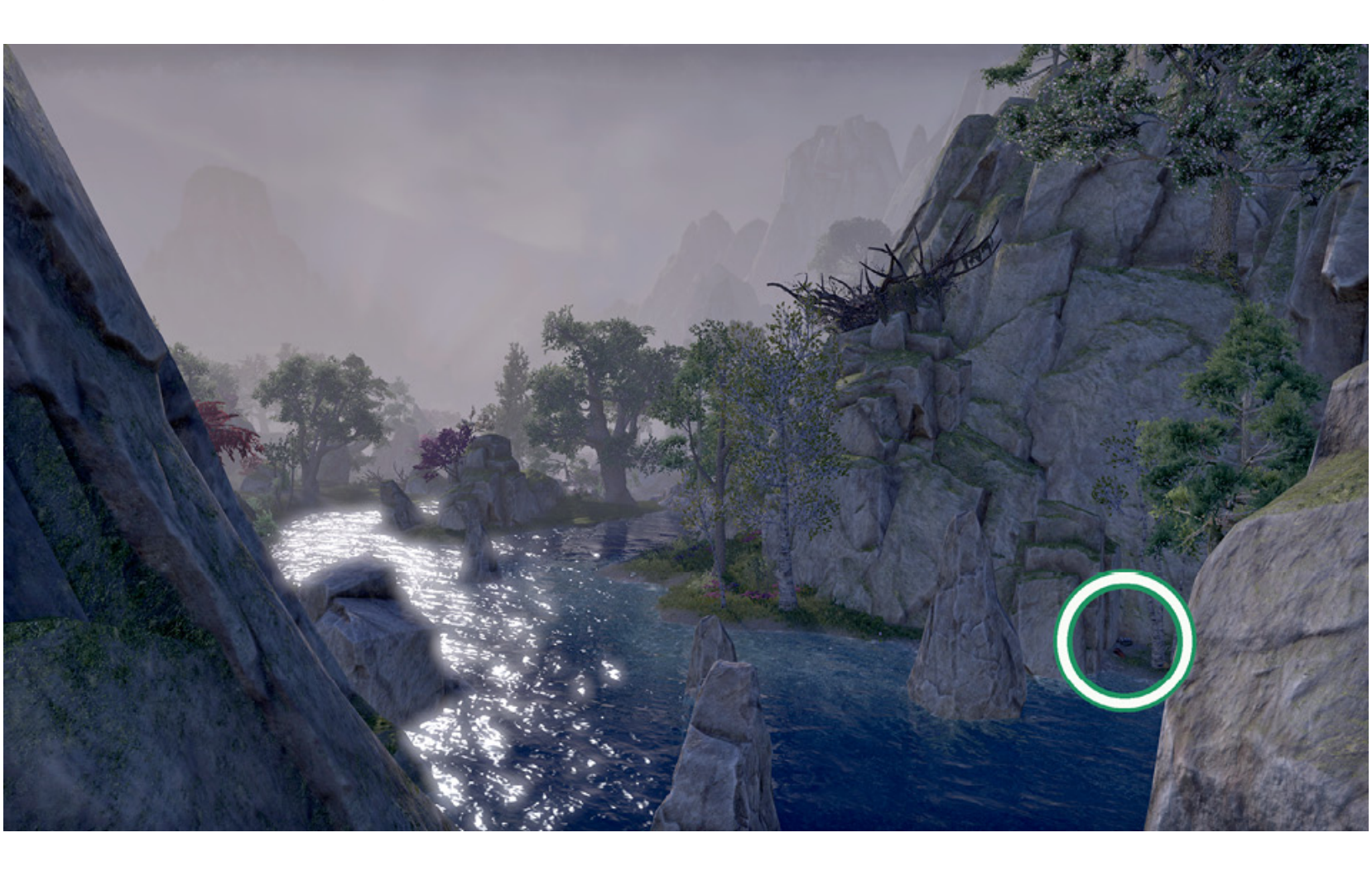
Scramble around hidden alcoves and out-of-the-way places to discover 20 Dead Drop Chests, as part of Quest: The Vault of Moawita. Speak to Relicmaster Glenadir, inside the Vault of Moawita, which is inside the College of Psijics Ruins, in Artaeum. You earn the Relics of Summerset achievement for finding them all.

THE LANTERN OF LIES



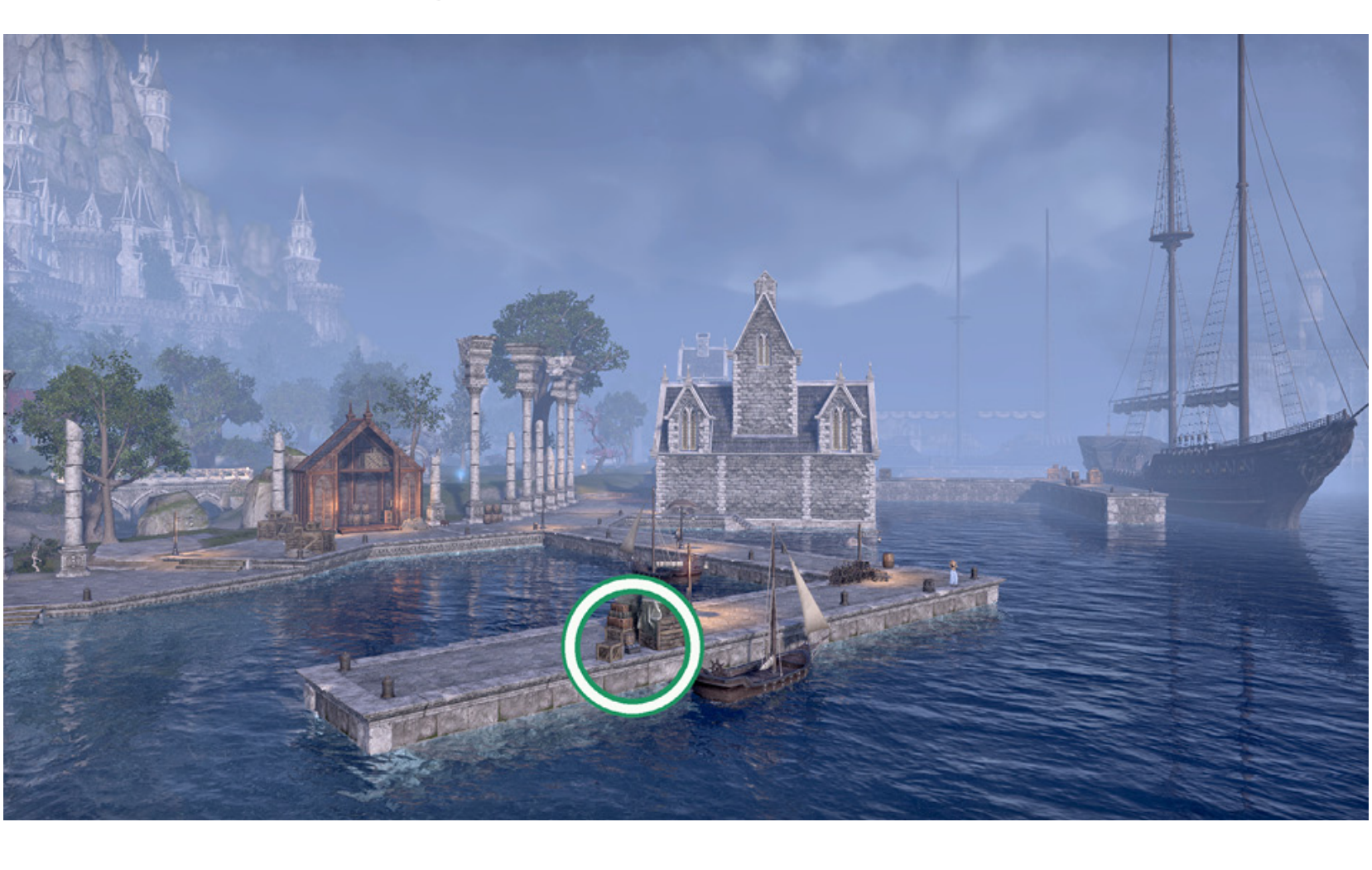
- Map: Summerset (World)
- Region: 2
- Location: Along the beach just south of Group Boss: Welenkin Cove, west of Alinor.

THE HEART OF THE INDRIK



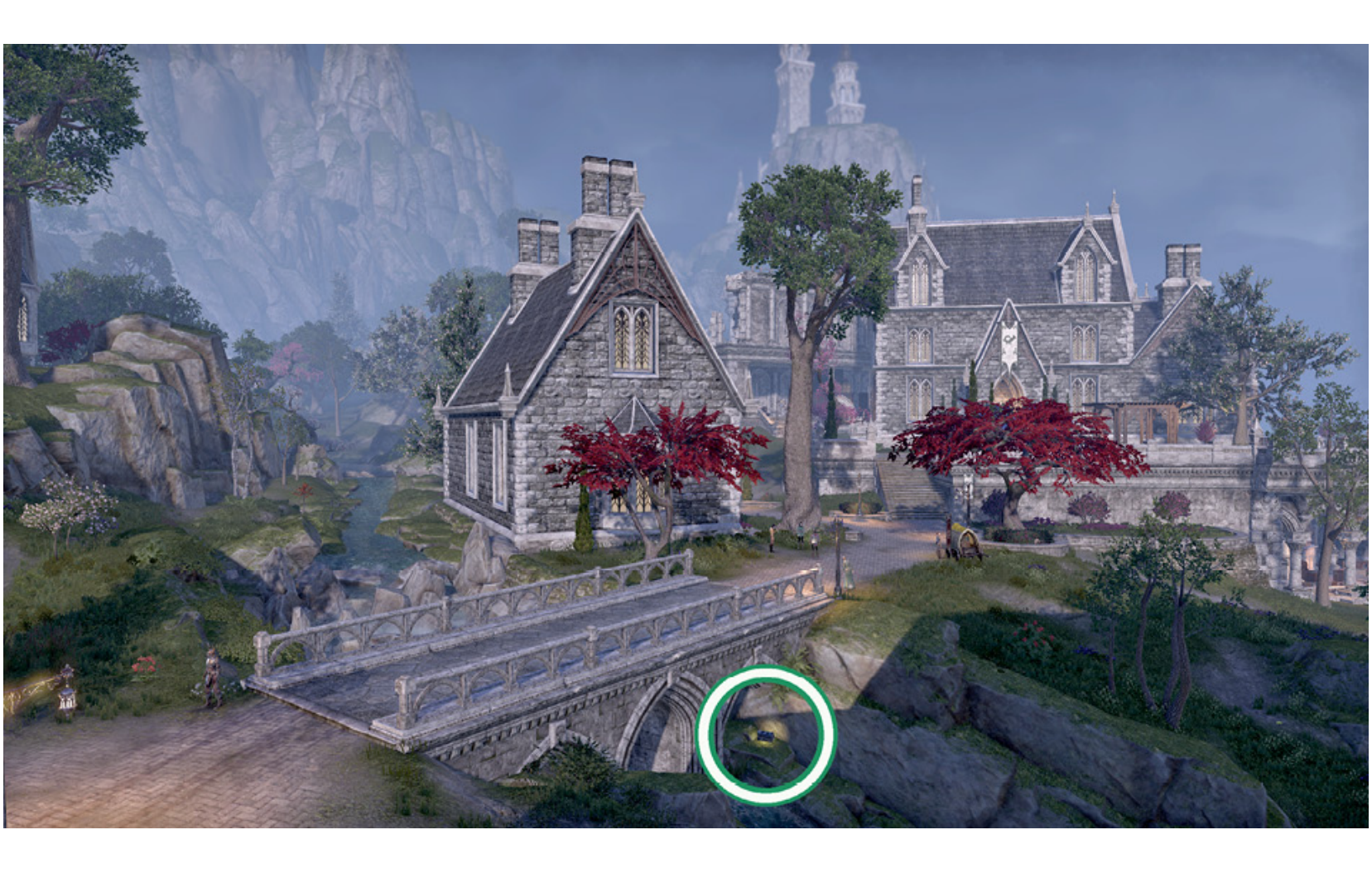
- Map: Summerset (World)
- Region: 2
- Location: Just east of the waterfall, in a rocky alcove, southeast of Cey-Tarn Keep.

THE SILVER-TONGUED QUILL



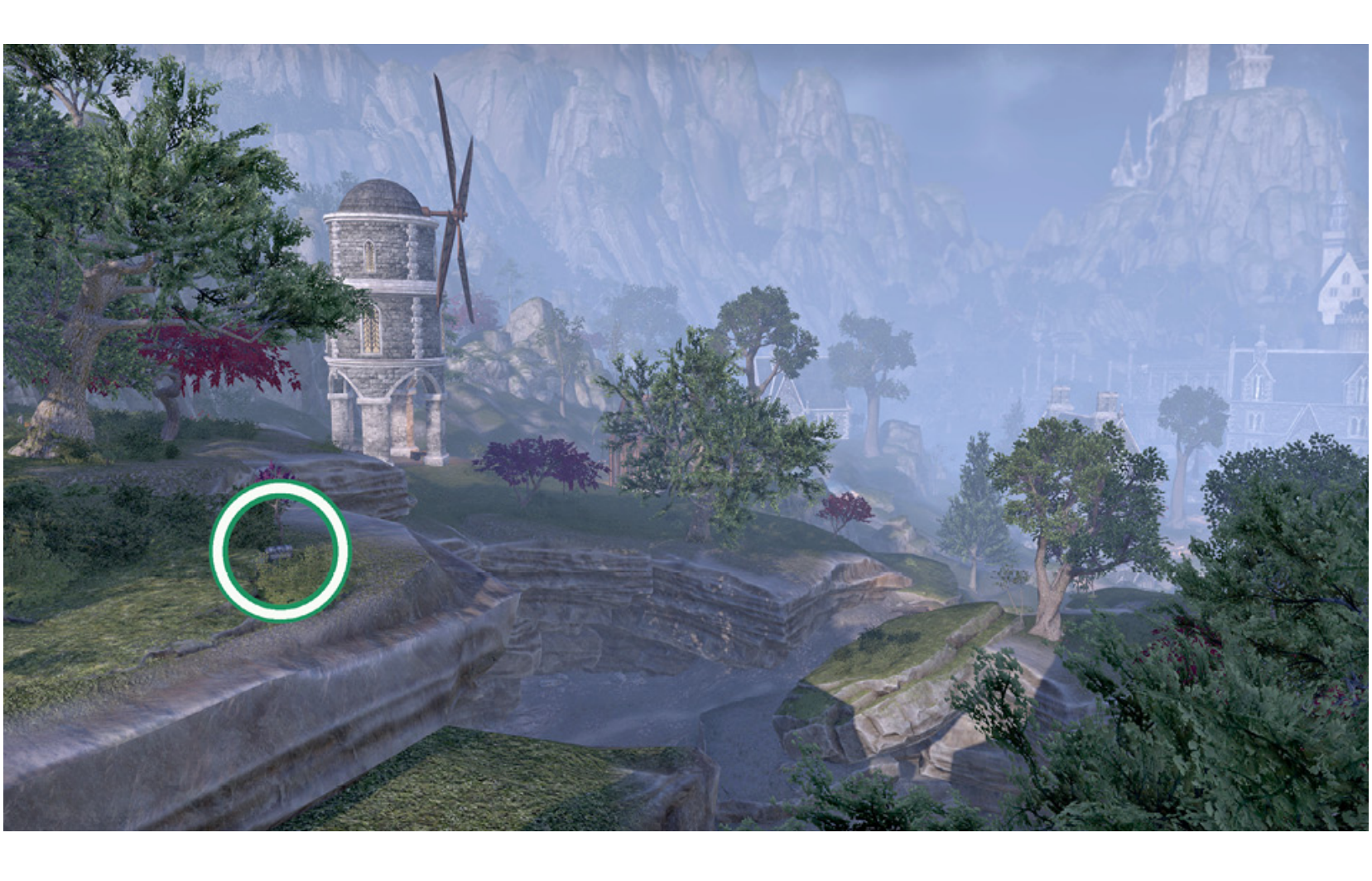
- Map: Summerset (World)
- Region: 2
- Location: On the L-shaped stone dock on the eastern side of Alinor Docks.

THE UNRAVELING WAND



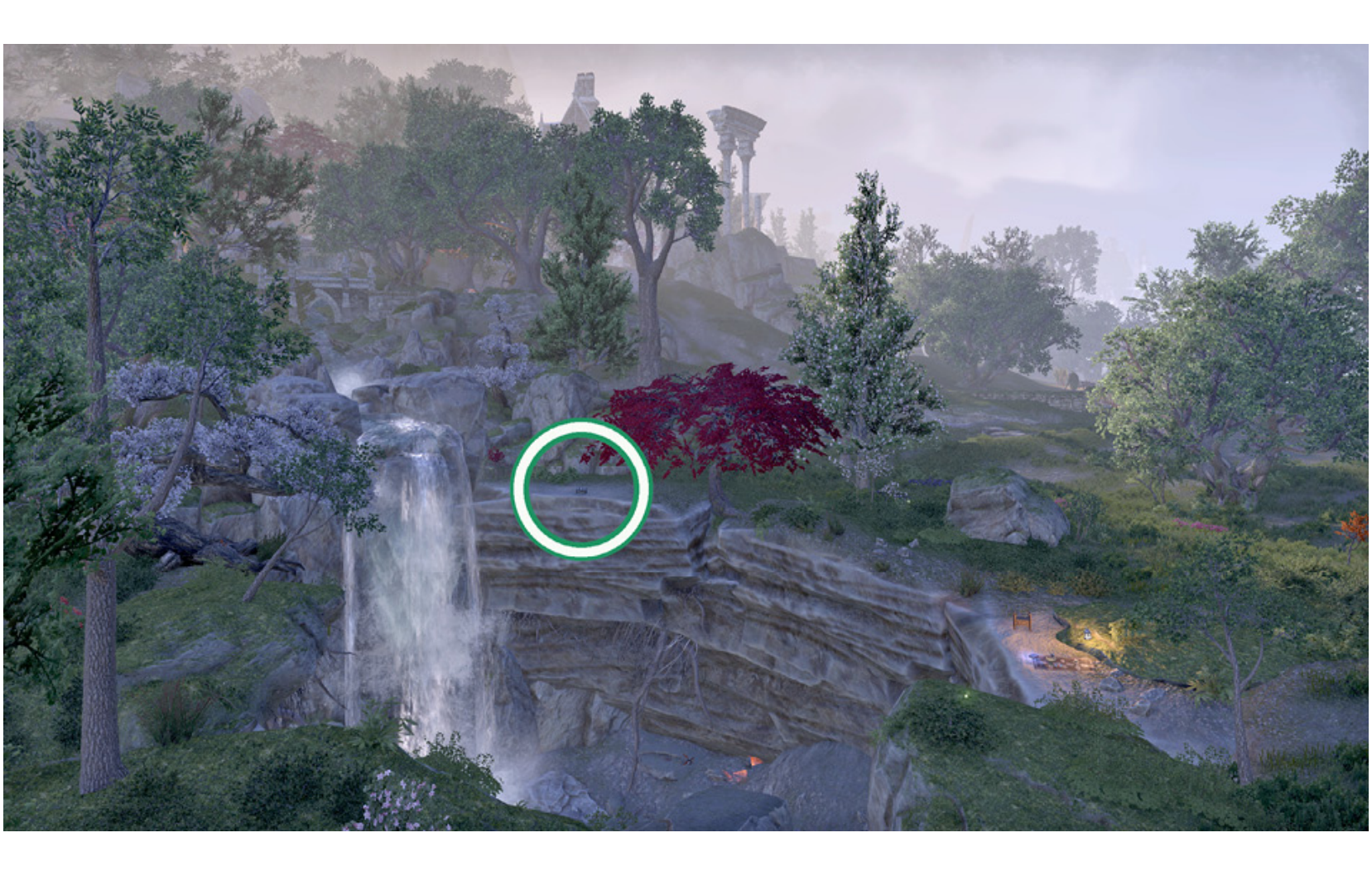
- Map: Summerset (World)
- Region: 2
- Location: In front of and below the western arch, beneath the small bridge in the center of Rellenthil.

THE SKULL OF MINOR CURSING



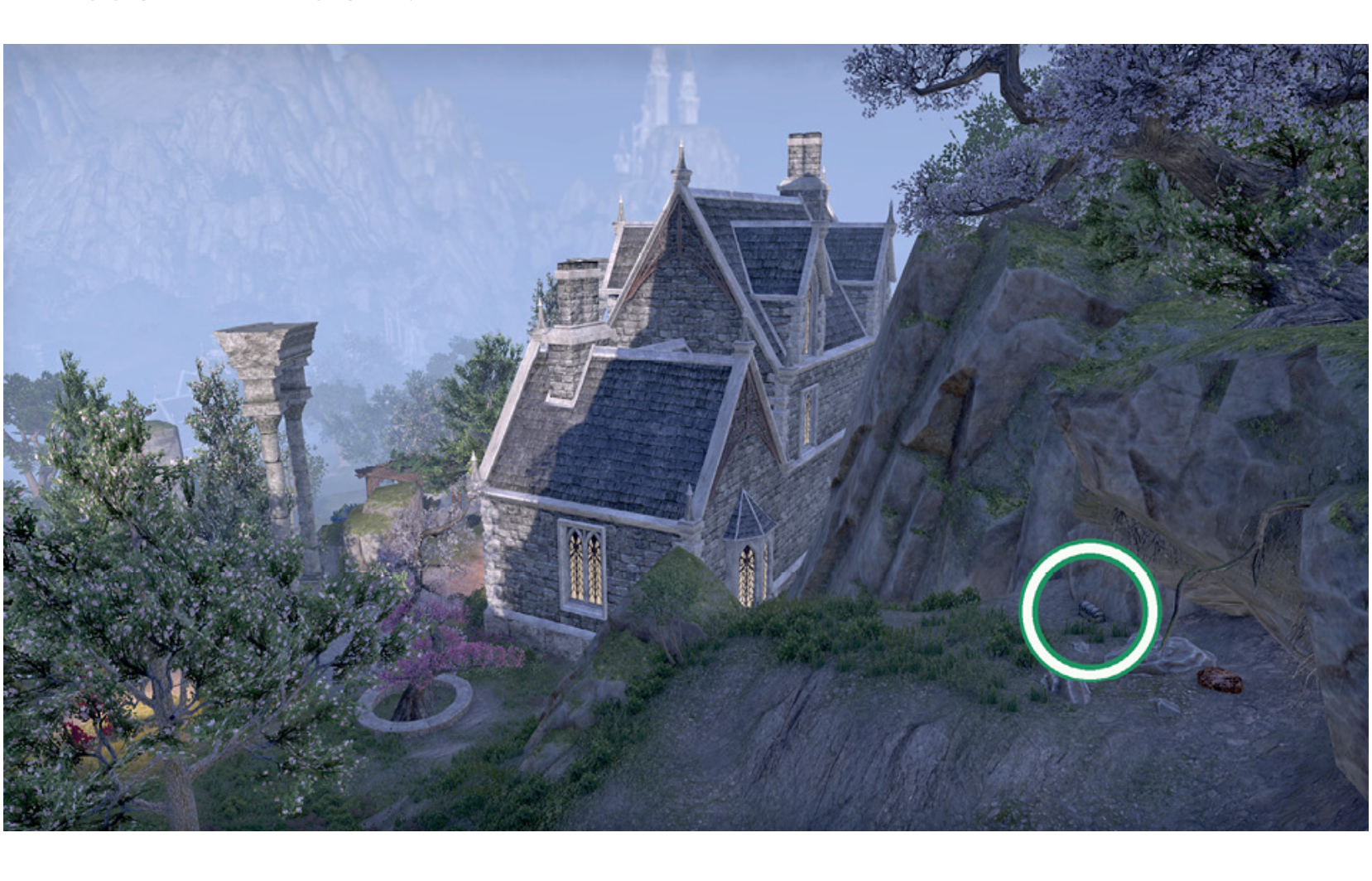
- Map: Summerset (World)
- Region: 2
- Location: On the northern edge of the southern Rellenthil sinkhole, northwest of Russafeld Heights wayshrine.

THE SHADOWCUTTER BLADE



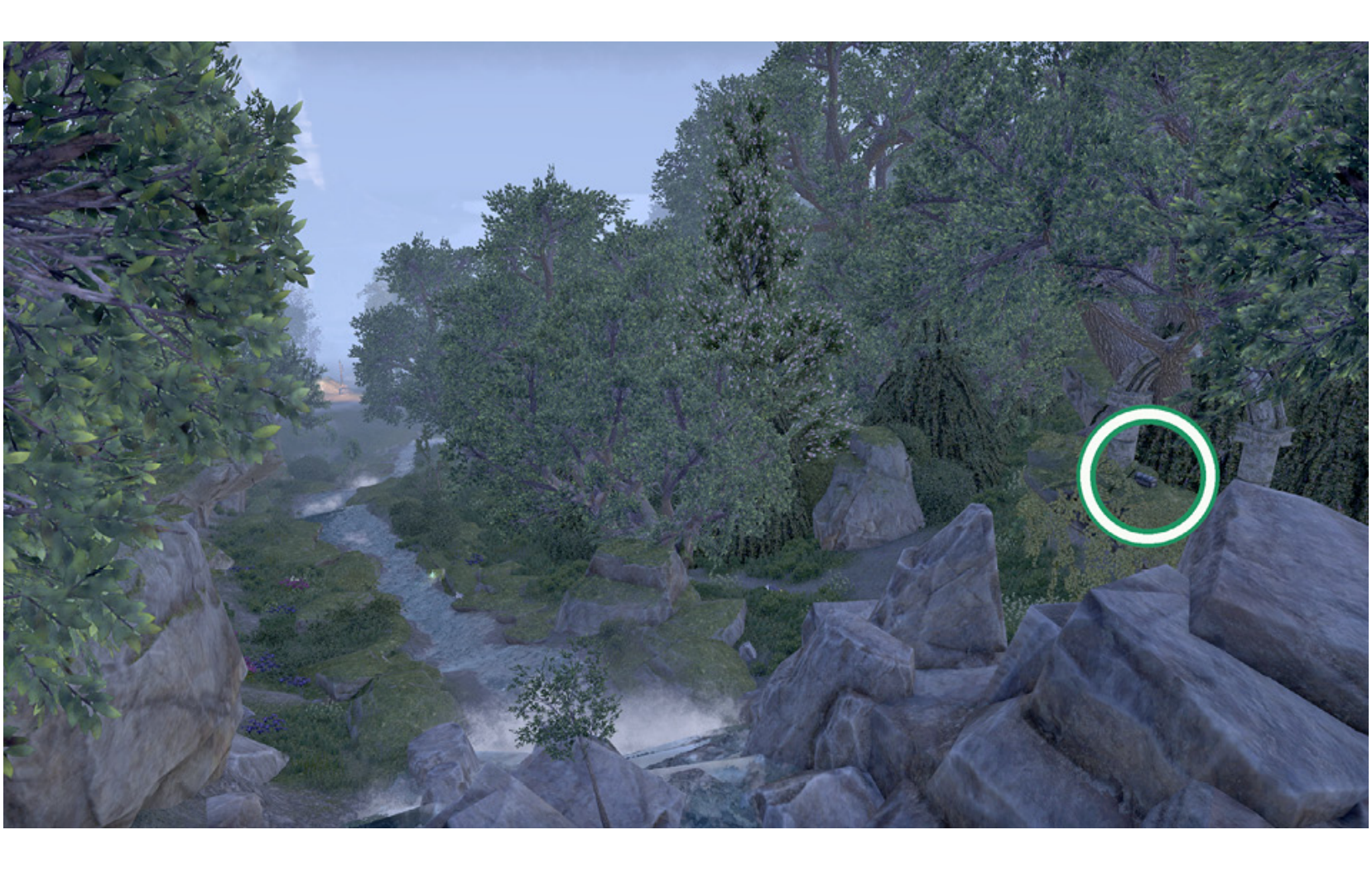
- Map: Summerset (World)
- Region: 2
- Location: On the eastern edge of the northern Rellenthil sinkhole, due east of Ald Mora Ruins.

THE SOULKEEPER'S URN



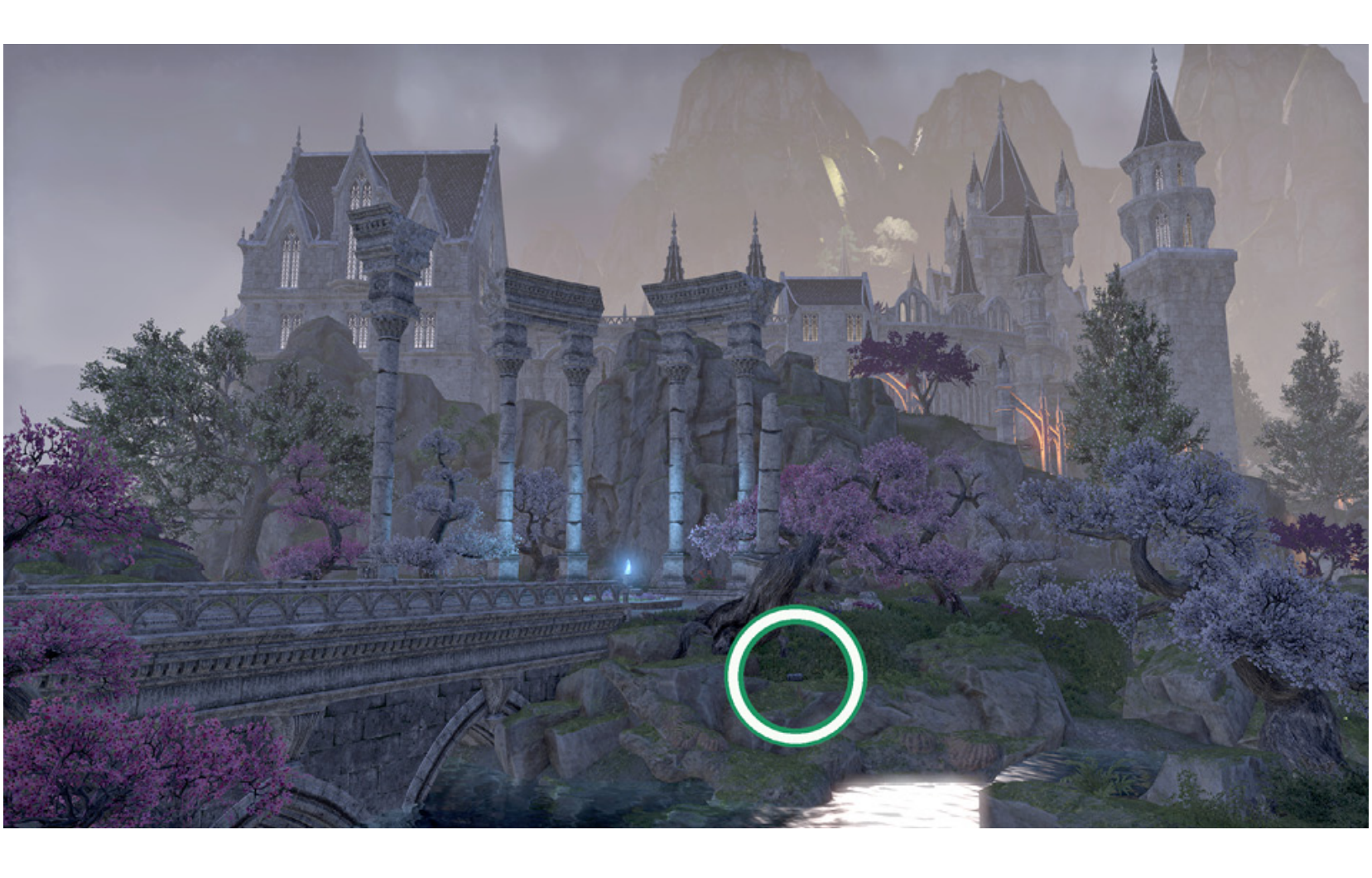
- Map: Summerset (World)
- Region: 3
- Location: Northwest of Russafeld, on the upper rocky ground behind and right of Tanamir's Manor.

THE CHEST OF CONDEMNATION



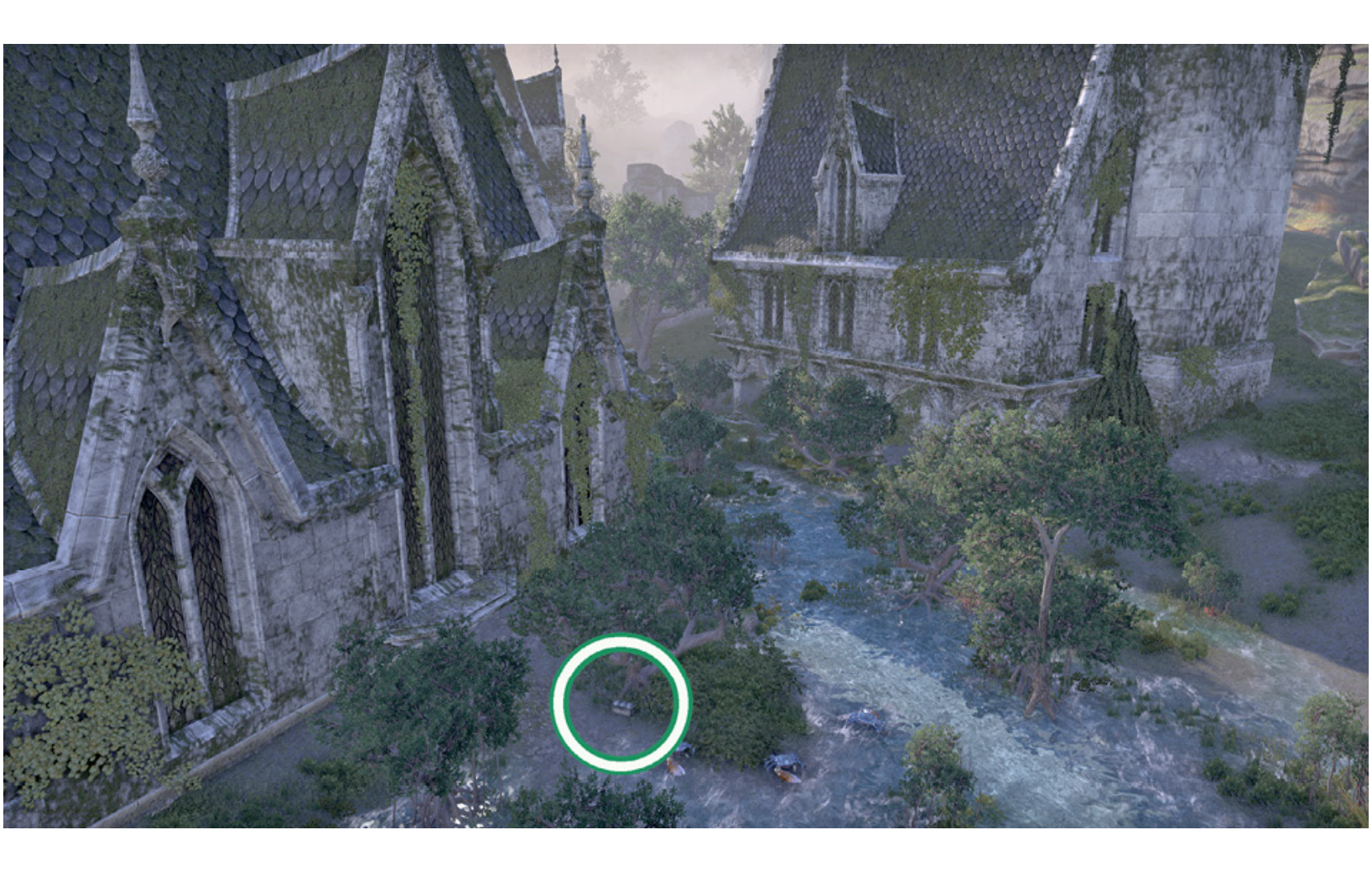
- Map: Summerset (World)
- Region: 1
- Location: On a rock outcrop with an Ebon Stadmont stone arch, east of the forest, by the river.

THE NEVER-ENDING SCROLL



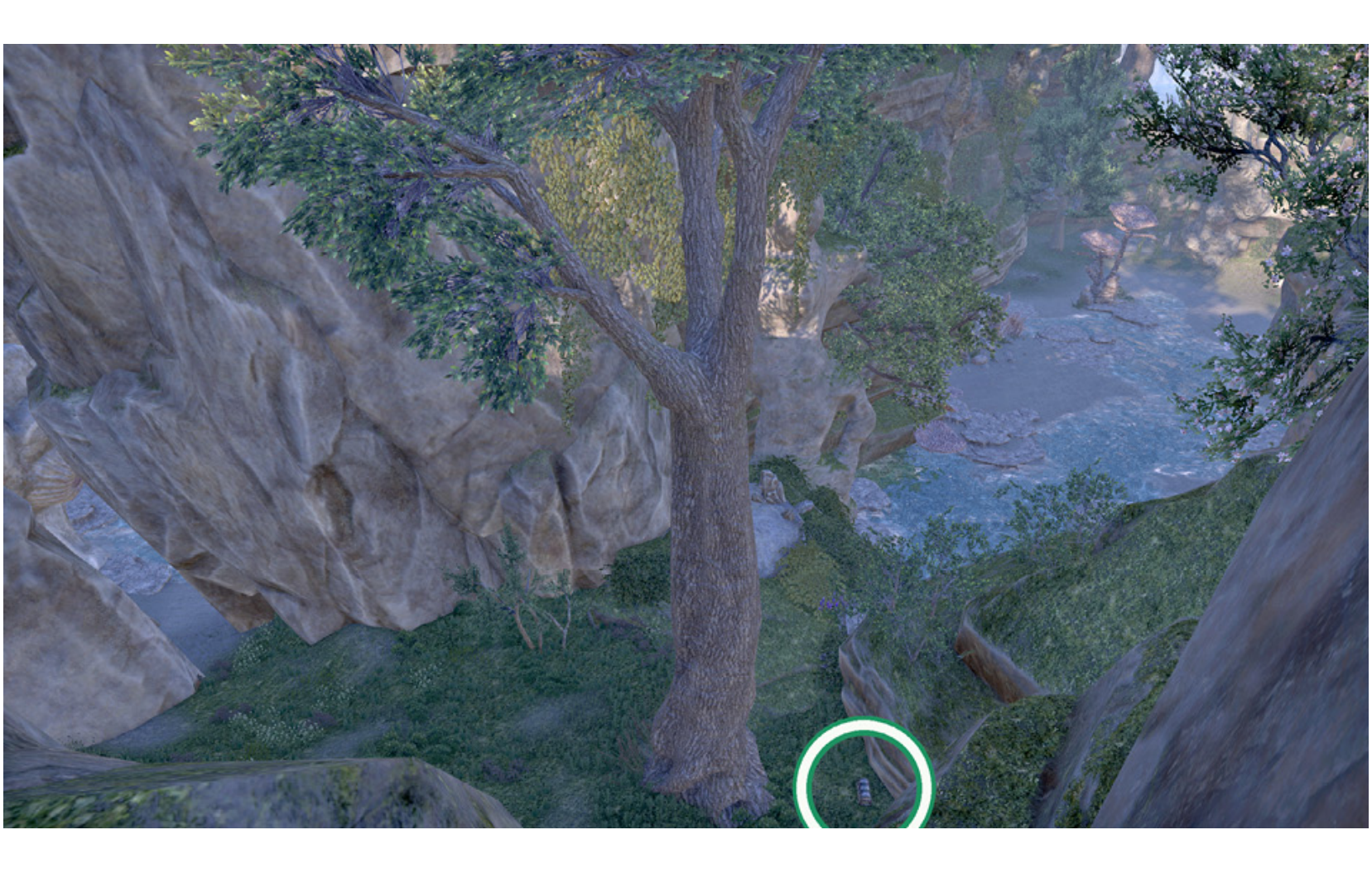
- Map: Summerset (World)
- Region: 1
- Location: Below the Illumination Academy, at the base of a pink blossoming tree by the river and bridge, just southeast of the road circle.

THE INESCAPABLE HELM



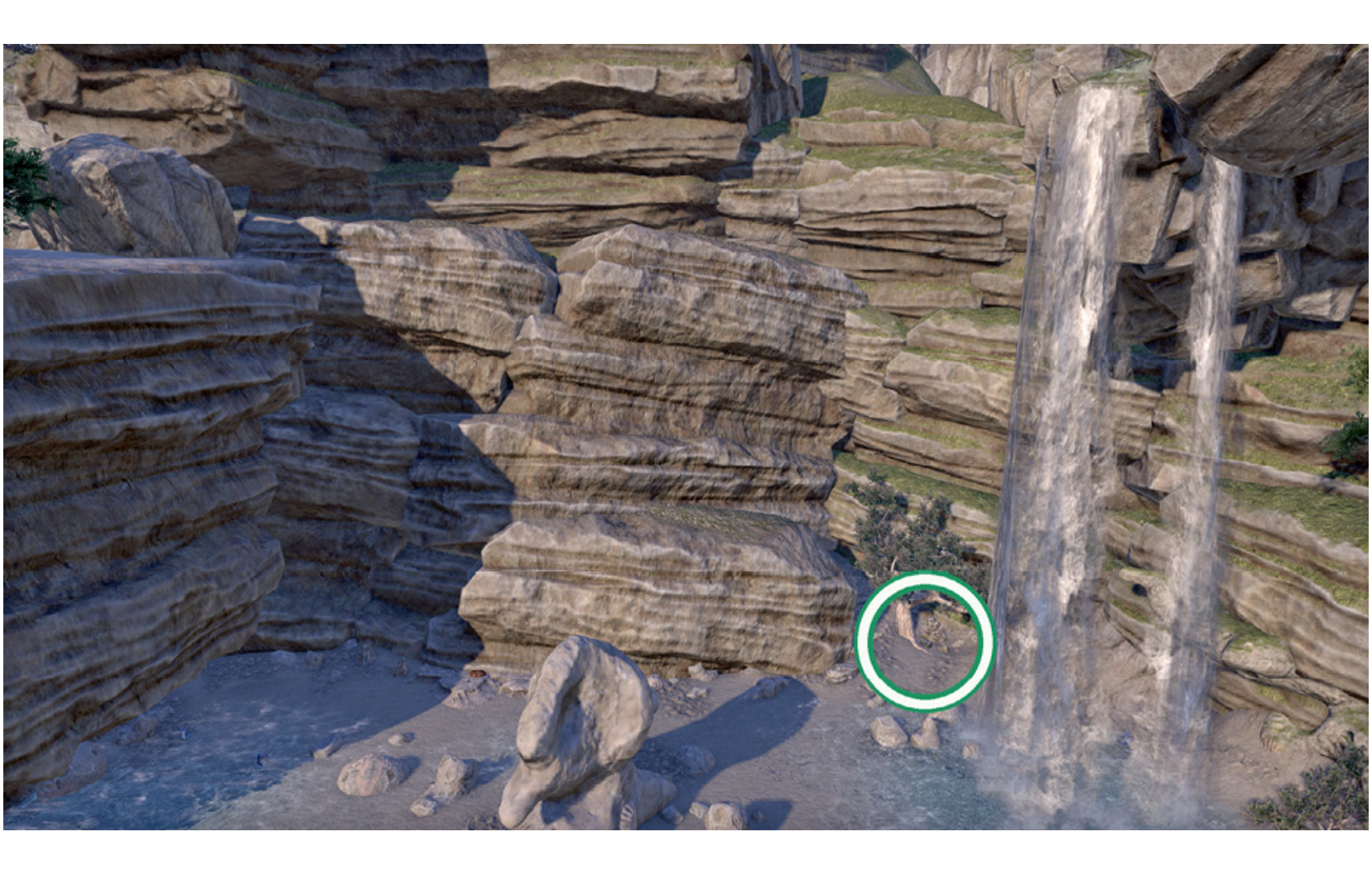
- Map: Summerset (World)
- Region: 1
- Location: In the shallow water (ground) under a low bush, just east of the manor with the broken window, in Corgrad Wastes.

THE STICKY-FINGERED LUTE



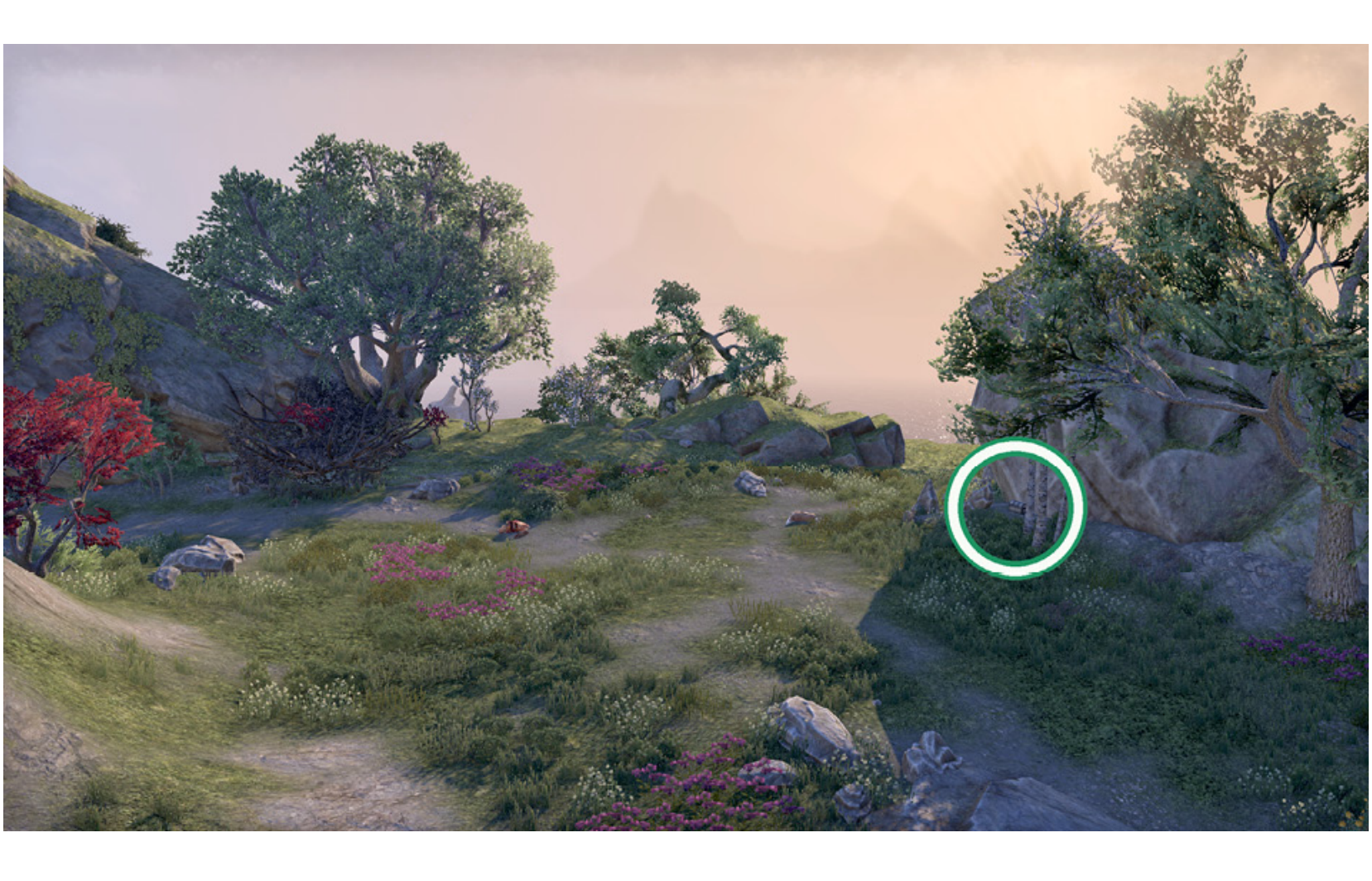
- Map: Summerset (World)
- Region: 1
- Location: In a rocky raised alcove by a tree, on the eastern perimeter of Group Boss: The Queen's Hatchery. Access via a slit between the rocks on the southeast side.

THE FAN OF FALSE-FACE



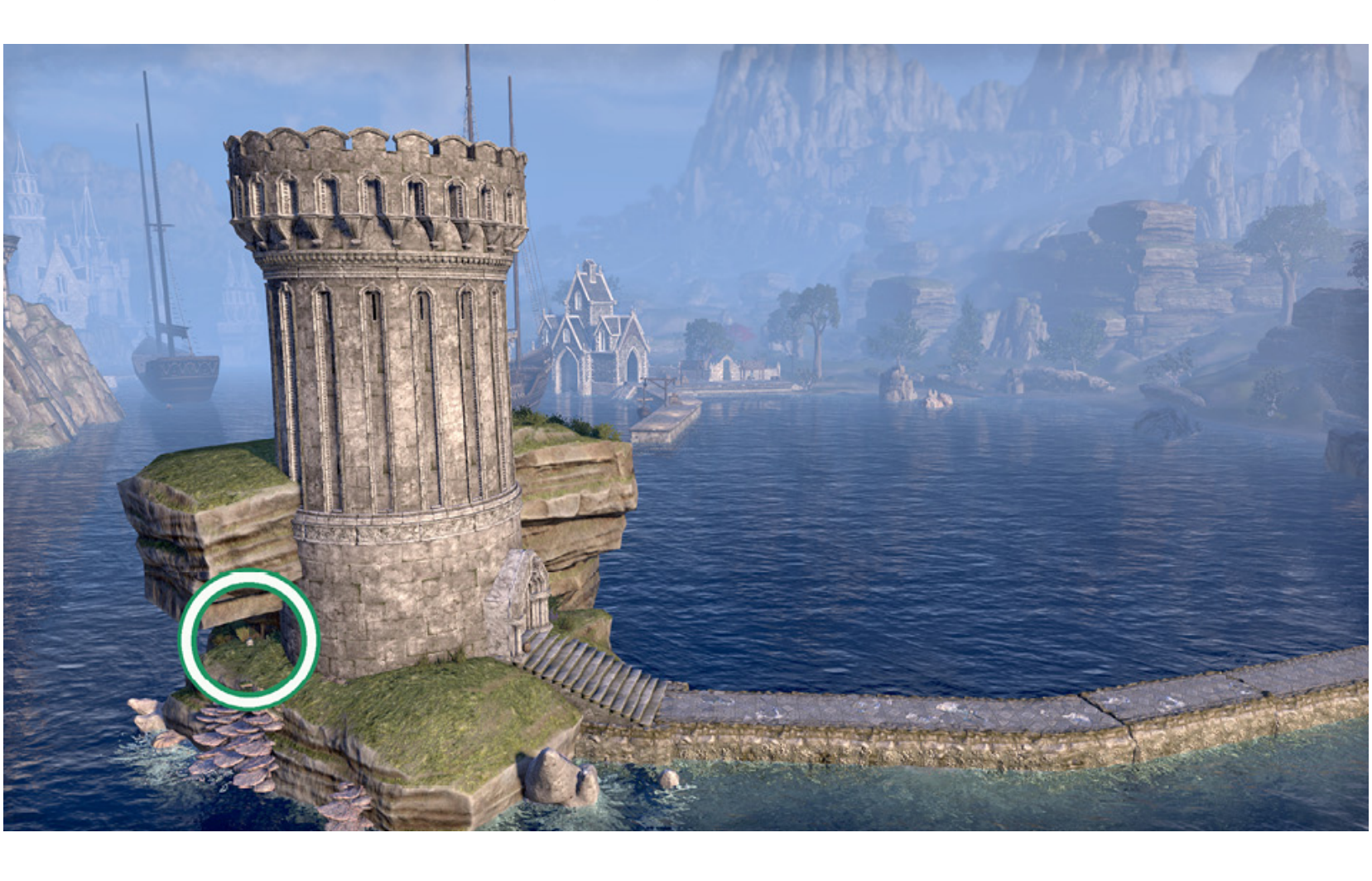
- Map: Summerset (World)
- Region: 3
- Location: Under a tree, behind the huge waterfall, along the coast northeast and below Group Boss: Gryphon Run.

THE PILLOW OF SWEET DREAMS



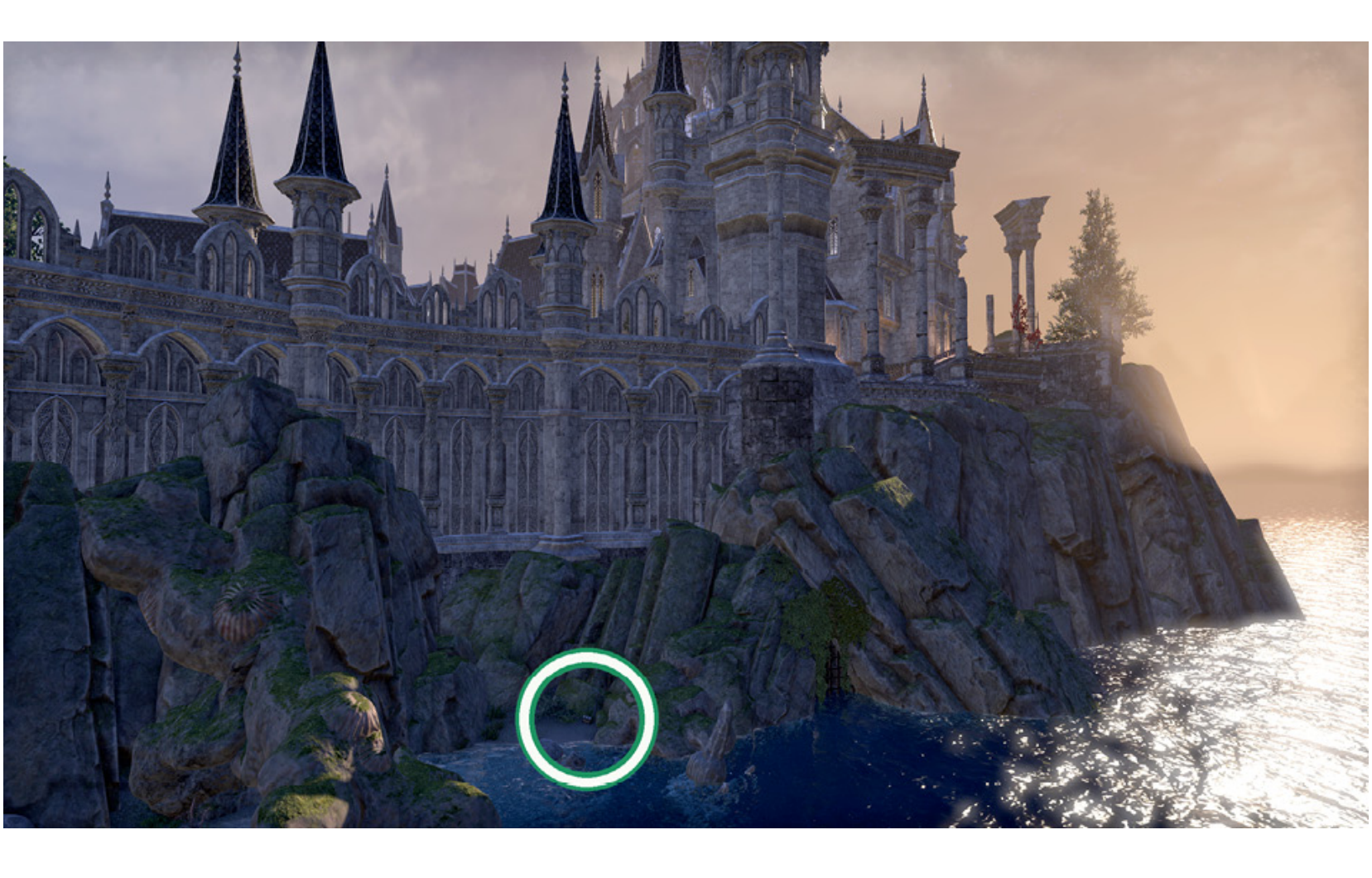
- Map: Summerset (World)
- Region: 3
- Location: At the foot of a huge boulder, on the eastern side of Primary Location: Gryphon Aerie.

THE MIRROR OF FATAL PREMONITION



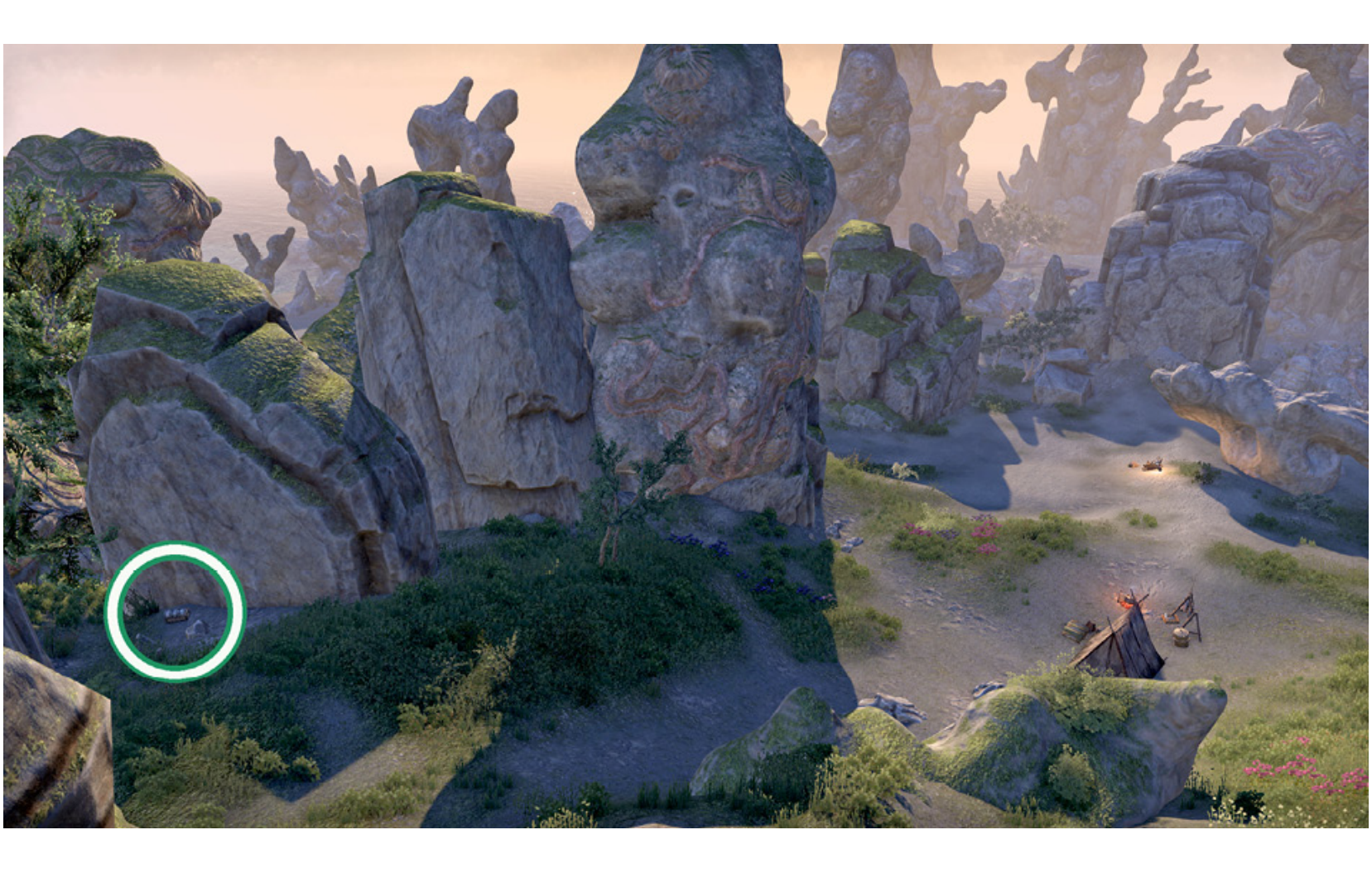
- Map: Summerset (World)
- Region: 4
- Location: Under the base of the Shimmerene Dockworks cove tower, at the edge of the ocean.

THE MONOCHROME PAINTBRUSH



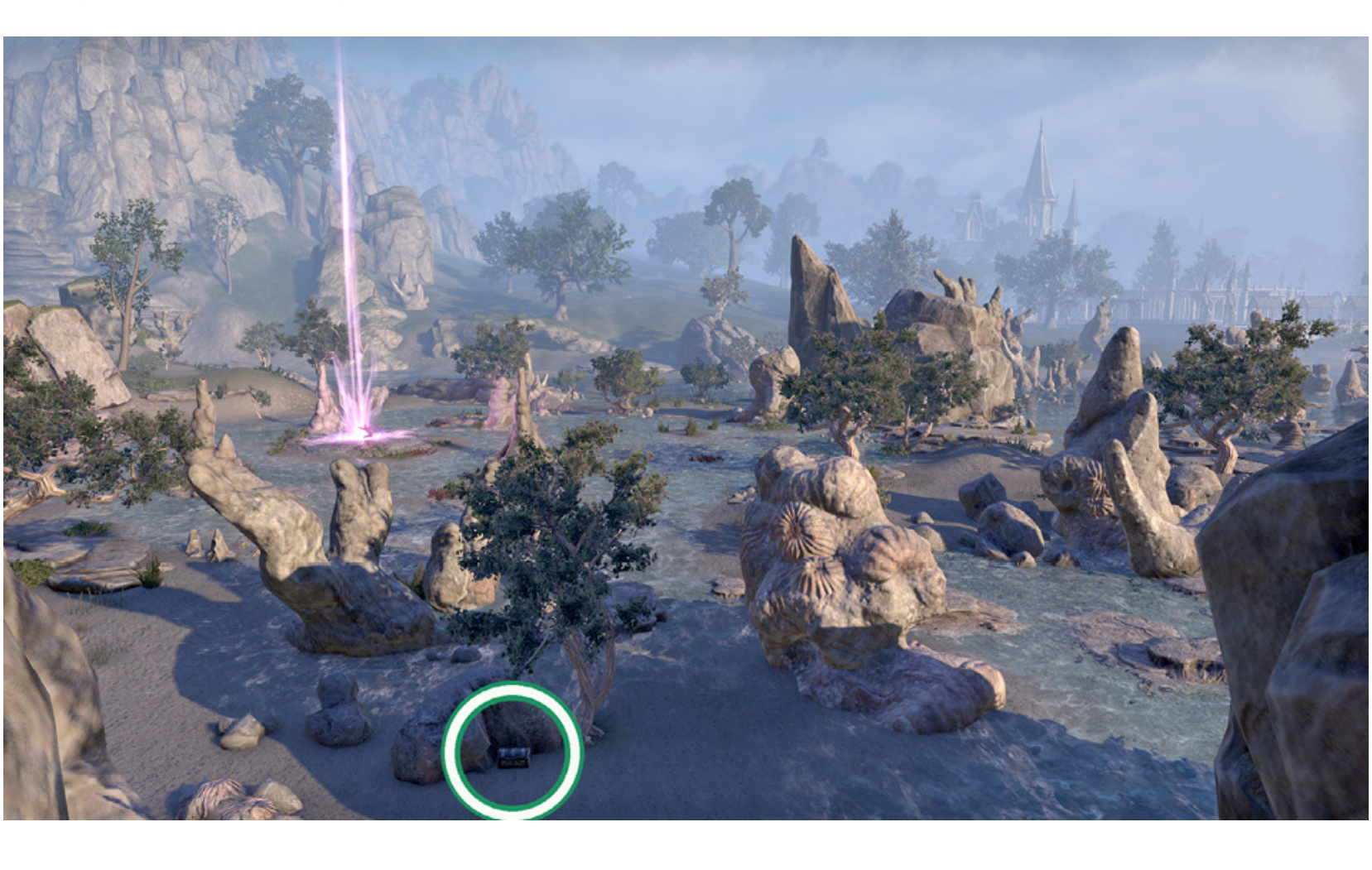
- Map: Summerset (World)
- Region: 4
- Location: Below the southern wall of Shimmerene, in a small rocky beach alcove.

THE HOURGLASS OF PERCEIVED TIME



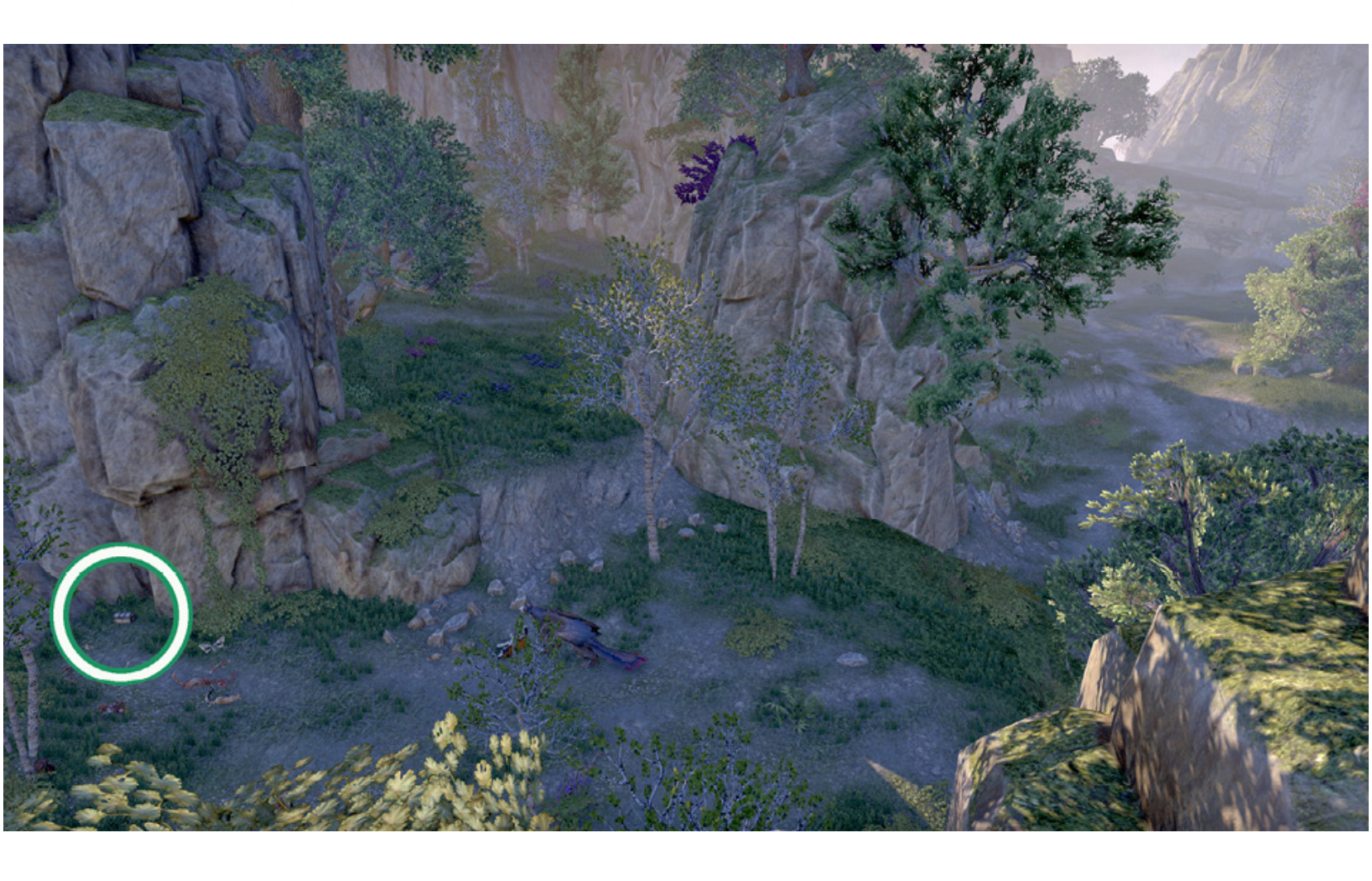
- Map: Summerset (World)
- Region: 4
- Location: Between two huge rocks, northwest of the Coral Forest Camp tent, north of the Sil-Var-Woad wayshrine.

THE JAUNT OF THE JILTED



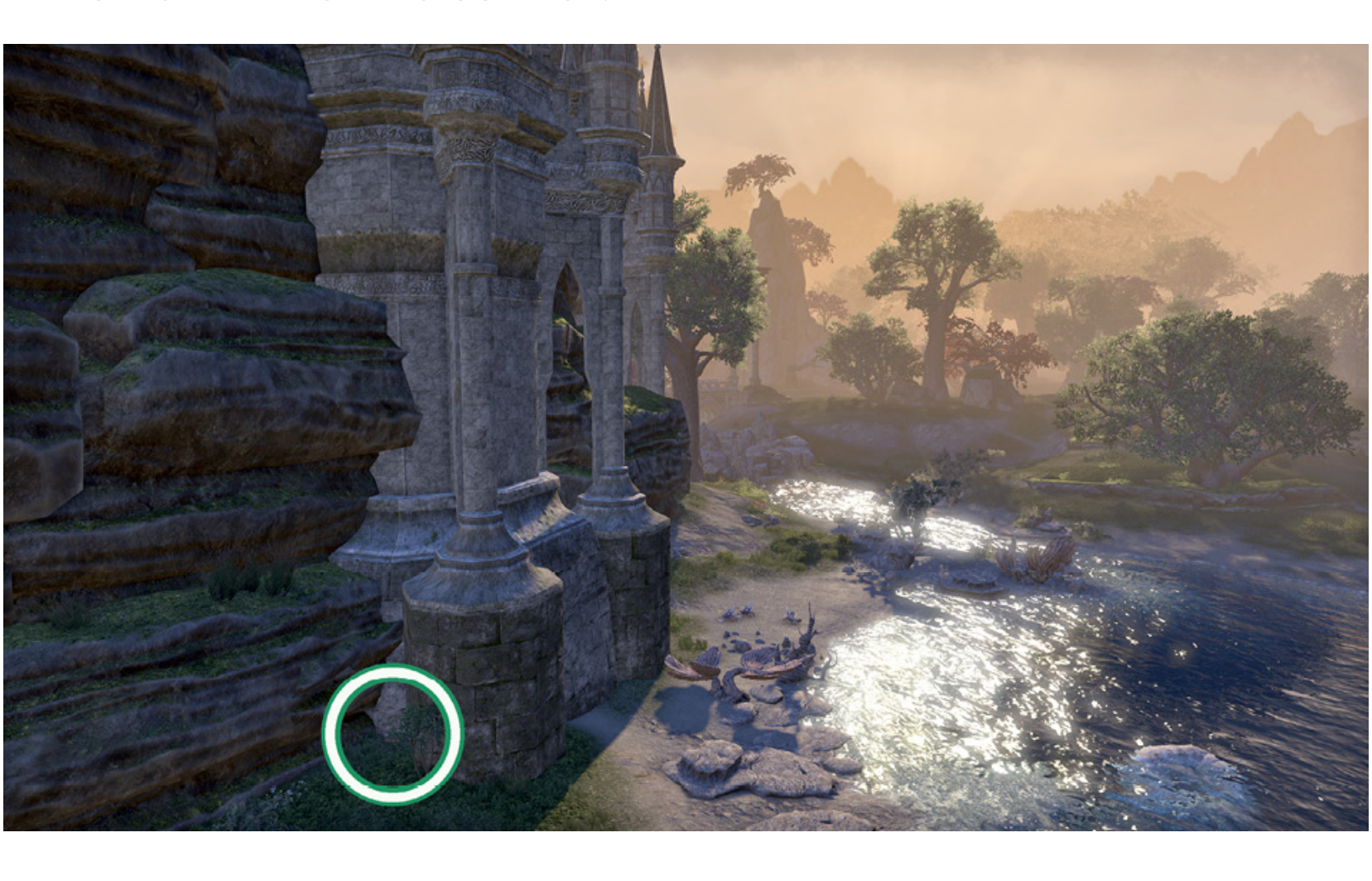
- Map: Summerset (World)
- Region: 4
- Location: Under a rock and tree on the beach, on the eastern edge of the Abyssal Geyser Sil-Var-Woad.

THE EVER-FILLING CHALICE



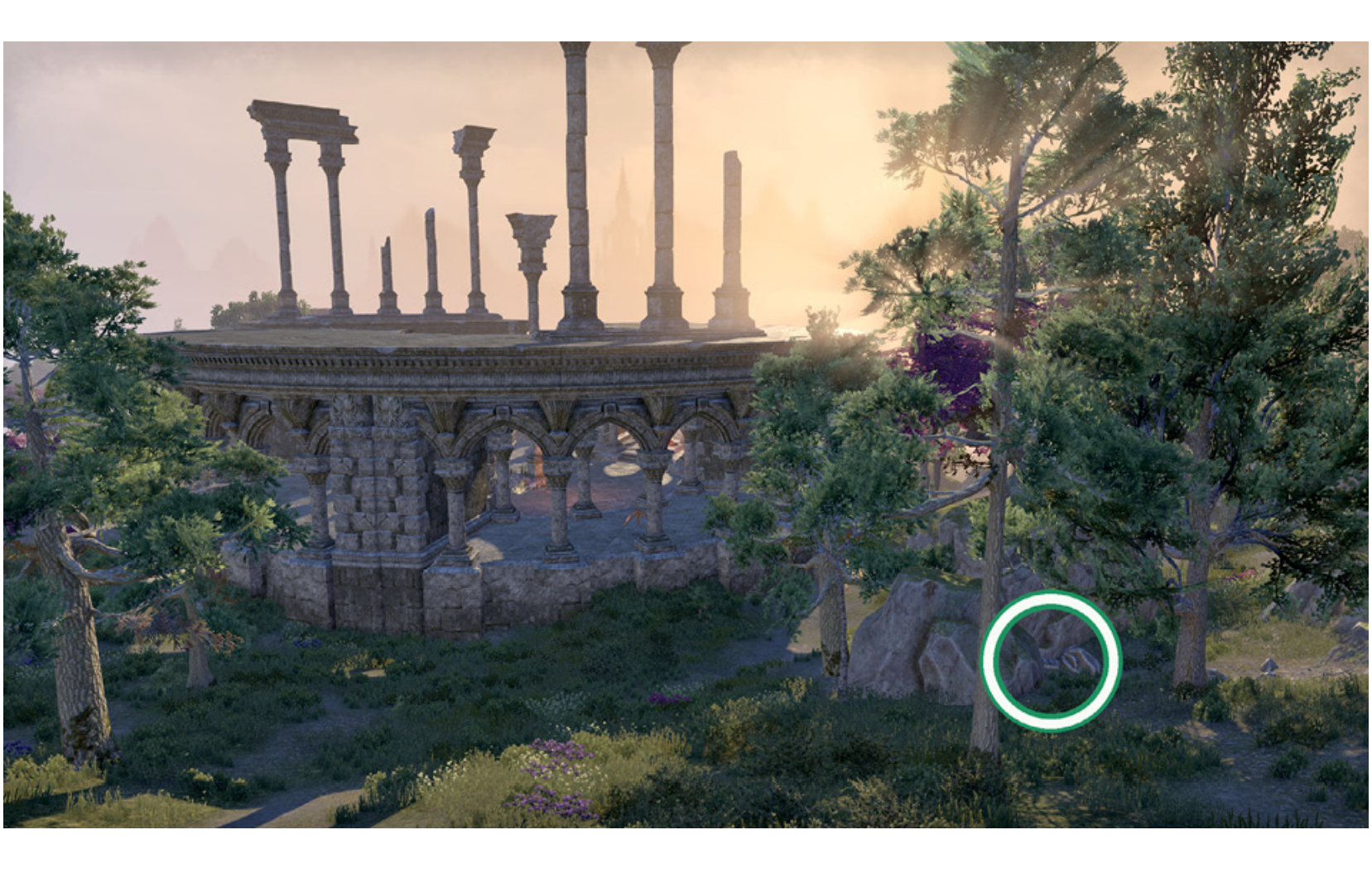
- Map: Summerset (World)
- Region: 4
- Location: In the northeastern corner of the Gryphon Den, due north of Alaxon'Ald in the Eastern Pass area.

THE CHESTPLATE OF DESICCATION



- Map: Summerset (World)
- Region: 4
- Location: At the foot of a tower set into the rocks by the beach, southwest of Sunhold.

THE SHATTERING SWORD



- Map: Summerset (World)
- Region: 4
- Location: Among the boulders to the south of the Keep of the Eleven Forces.

The Elder Scrolls
ONLINE
SUMMERSET

Summerset Achievements

Overview

The more you explore, the more prestige your character generates from your activities, which can translate into additional titles, equipment, and other assets. This chapter details them all.

General Achievements

These are usually large scale, requiring some foraging or the completion of multiple related achievements.

SUMMERSET SKYSHARD HUNTER

- **Achievement Points:** 10
- **Rewards:** 1 Skill Point for every three Skyshards interacted with.

Discover all 18 Skyshards in Summerset.

Guidance: Refer to the guide maps of Summerset, as well as the interior maps of certain locations, to pinpoint each of the Skyshards. There is a full list (with visual references) in the Appendices. The hints given in the game are as follows:

- Overlooking the Oleander Coast Winery
- Among a nest of stone eggs east of Cey-Tarn Keep
- On a tiny peninsula beneath the Cathedral of Webs
- Along the beach north of Karnwasten
- At a camp across a narrow plank walkway
- In the mouth of the falls overlooking Shimmerene
- At the ruins of the Keep of the Eleven Forces
- Along the sun's path toward dusk
- South of Russafeld, where the mossy archer's aim flies true
- Under Sea Keep's towering fortifications
- Among the shanties in Karnwasten's cove
- High above the heart of Sunhold
- Stuffed in a barrel by goblins in King Haven's Pass
- Overlooking a sun-kissed path in Eton Nir Grotto
- At the mouth of the falls in Archon's Grove
- In the caverns of Tor-Hame-Khard
- Near an angler's favorite fishing spot in Wasten Coraldale
- Looming over the center of the Traitor's Vault

SAVIOR OF SUMMERSET

- **Achievement Points:** 50
- **Rewards:** Title—Savior of Summerset; Dye—Shrike Blue

Complete quests, defeat bosses, and explore delves to become the Savior of Summerset.

Guidance: This is an amalgamation of lesser achievements, as detailed later in this chapter. All of the following must be achieved before you can claim the end-game Achievement:

- **Quests Achievement:** The Good of the Many (stop the conspiracy sewing chaos through Summerset, protect the Crystal Tower, and forge a new alliance to restore the Isles to order).
- **General Achievement:** Relics of Summerset (retrieve the 20 dangerous relics stolen from the Vault of Moawita).
- **Quests Achievement:** Summerset Grand Adventurer (complete 33 quests in Summerset).
- **Exploration Achievement:** Defender of Summerset (defeat all six world bosses in Summerset).
- **Exploration Achievement:** Summerset Master Explorer (discover and clear all caves and striking locales in Summerset).
- **Exploration Achievement:** Karnwasten Group Event (defeat the Sea Sload K'Garza in Karnwasten).
- **Exploration Achievement:** Sunhold Group Event (interrupt the executioners and defeat Konnugil and Leviathan in Sunhold).

RELICS OF SUMMERSET

- **Achievement Points:** 50
- **Rewards:** Title—Finder of Lost Relics; Collectible: Fan of False-Face

Retrieve the 20 dangerous relics stolen from the Vault of Moawita.

Guidance: This involves locating and opening the 20 Thieves Guild Dead Drop Chests that are scattered across Summerset, as part of Quest: The Vault of Moawita. To begin this quest, speak to Relicmaster Glenadir, inside the Vault of Moawita, which is inside the College of Psijics Ruins, in Artaeum. Note that you can collect chests prior to the quest activation, and all are shown on the guide's world map. There is a full list (with visual references) in the Appendices. Retrieve the following relics:

- Lantern of Lies
- Heart of the Indrik
- Silver-Tongued Quill
- Unraveling Wand
- Skull of Minor Cursing
- Shadowcutter Blade
- Soulkeeper's Urn
- Chest of Condemnation
- Never-Ending Scroll
- Inescapable Helm
- Sticky-Fingered Lute
- Fan of False-Face
- Pillow of Sweet Dreams
- Mirror of Fatal Premonition
- Monochrome Paintbrush
- Hourglass of Perceived Time
- Jaunt of the Jilted
- Ever-Filling Chalice
- Chestplate of Desiccation
- Shattering Sword

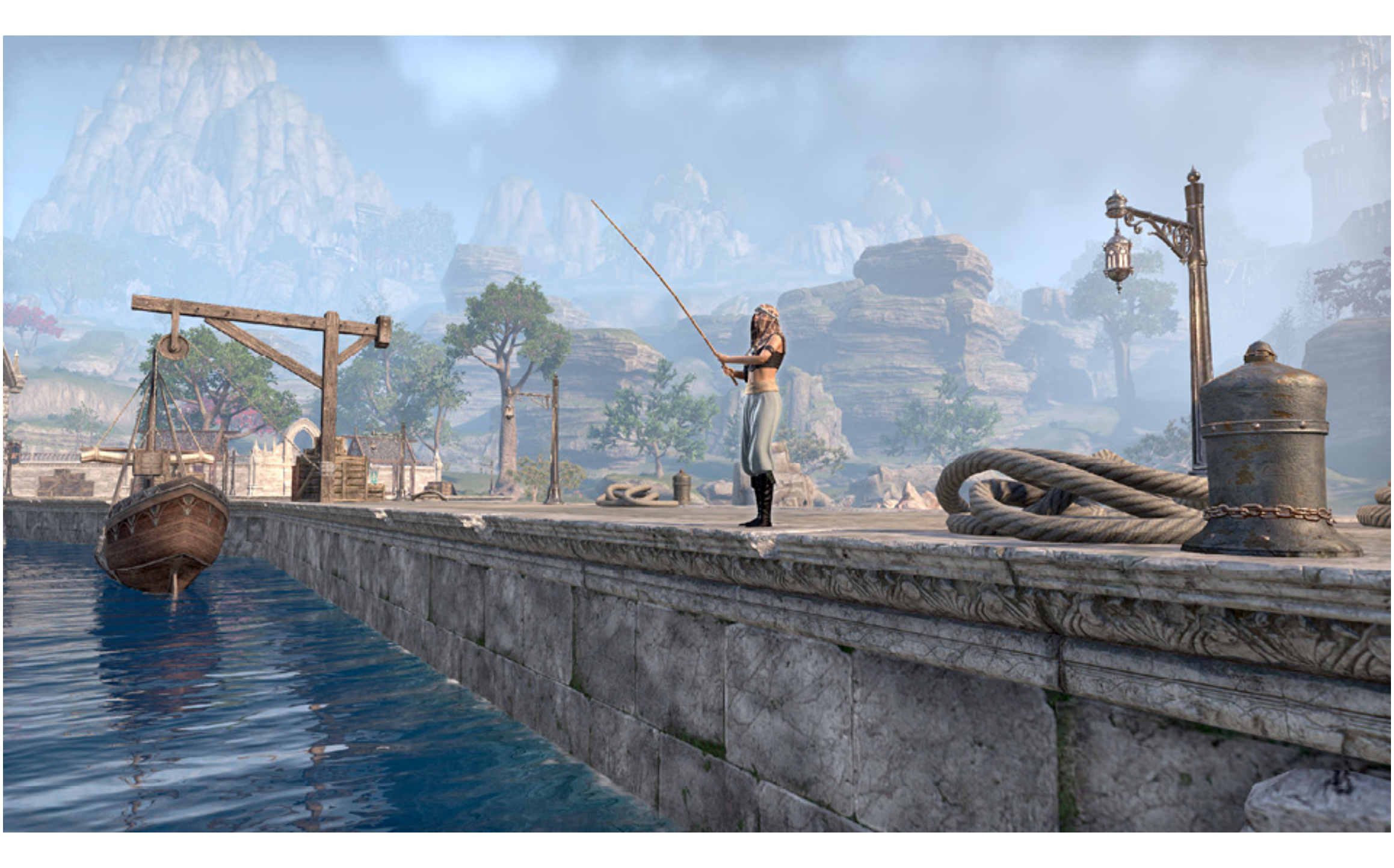
MESSAGE IN A BOTTLE

- **Achievement Points:** 5
- **Rewards:** None

Learn the fate of the Lost Sailor.

Guidance: Dotted around Summerset's coastline (not including Artaeum or Wasten Coraldale), there are around 20 possible locations where a small bottle may appear. Scour the sandy, coral-marked coast; these don't appear inland. Grab one when you see one; there's a 15 percent chance it contains a "Message in a Bottle" note that describes the fate of a sailor. The Achievement is then awarded. Keep looking for bottles until you find this (random) note.

SUMMERSET MASTER ANGLER



- **Achievement Points:** 5
- **Rewards:** None

Catch all 12 rare fish in Summerset.

Guidance: Refer to the Rare Fish entry in the Appendices for the locations of all the available rare fish. These are the 12 fish to catch:

- Crystal Hannia
- Dusk Arowana
- Blooming Flowerhorn
- Lingweloce
- Radiant Dory
- Quicksilver Lingwe
- Great Yellowfin
- Anu's Travally
- Eton Sprat
- Senche Flathead
- Copper Oreodory
- Burnish Groper

ARTAEUM MASTER ANGLER

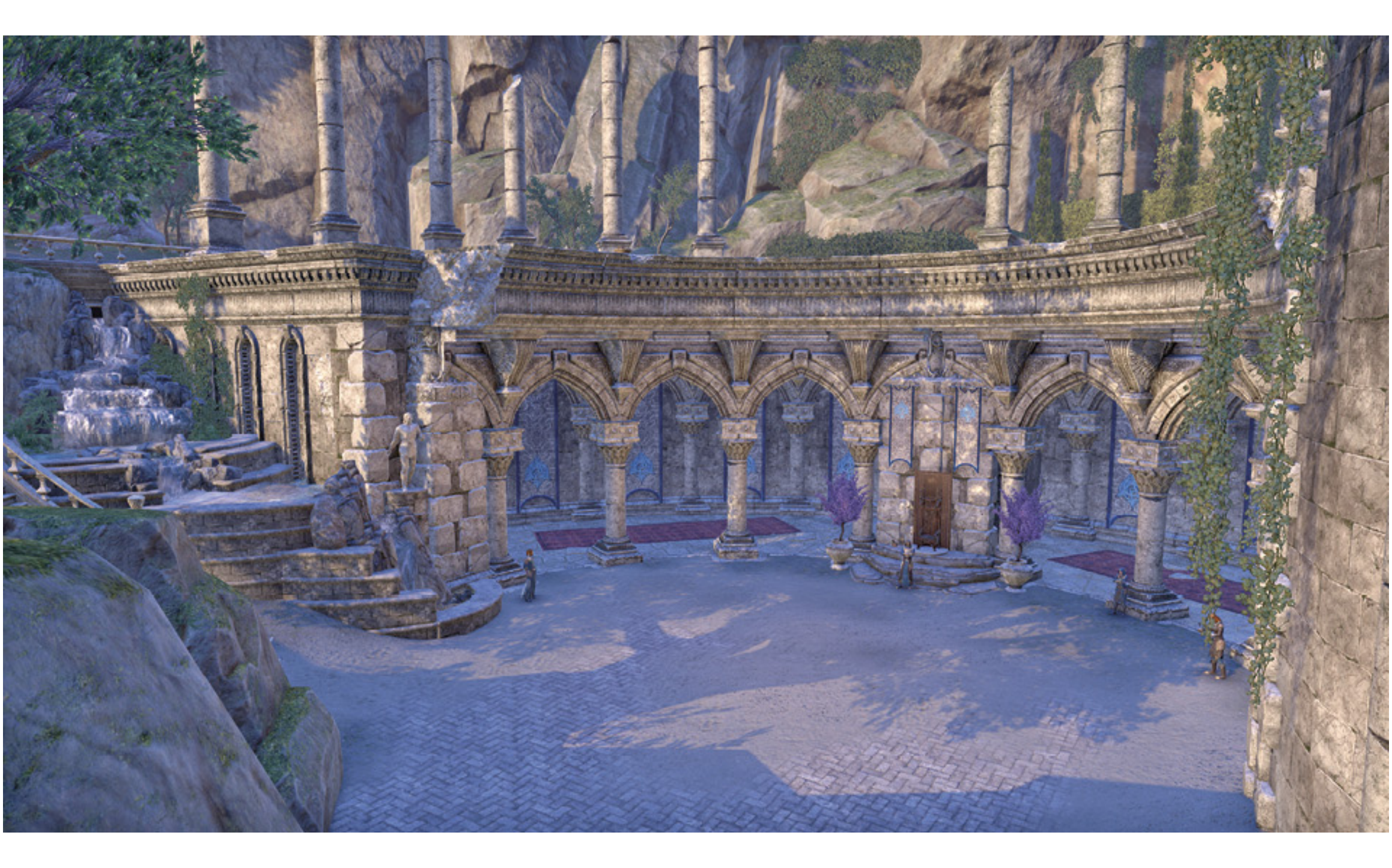
- **Achievement Points:** 5
- **Rewards:** None

Catch all 3 rare fish in Artaeum.

Guidance: Refer to the Rare Fish entry in the Appendices for the locations of all the available rare fish. The 3 fish to catch are as follows:

- Pearlescent Crayfish
- Abyssal Sea Pig
- Weaving Octopus

WIZARD'S DUEL



- **Achievement Points:** 5
- **Rewards:** None

Win 5 PvP duels in the Colosseum of the Old Ways on Artaeum.

Guidance: This is pretty self-explanatory; when the Colosseum (over in the northwestern part of Artaeum) becomes accessible and open for PvP battles, simply challenge and win five duels.

SAPIARCH STYLE MASTER

- **Achievement Points:** 50
- **Rewards:** None

Learn every chapter in the Sapiarch style book, occasionally found as rewards for completing daily quests for the Divine Prosecution.

Guidance: The Divine Prosecution is a group of Sapiarchs. For this new crafting style, there are chapters for: axes, belts, boots, bows, chests, daggers, gloves, helmets, legs, maces, shields, shoulders, staves, and swords.

PSIJIC STYLE MASTER

- **Achievement Points:** 50
- **Rewards:** None

Learn every chapter in the Psijic style book, found in Summerset.

Guidance: This type of book is found as occasional loot, usually in Treasure Chests. For this new crafting style, there are chapters for: axes, belts, boots, bows, chests, daggers, gloves, helmets, legs, maces, shields, shoulders, staves, and swords.

Summerset Achievements

Exploration Achievements

As one might expect, these achievements require a thorough investigation of the landscape, which is why the Atlas section of this guide is so useful.

SUMMERSET PATHFINDER

- **Achievement Points:** 10
- **Rewards:** None

Discover all the striking locales in Summerset.

Guidance: There are ten "Interesting Locales" to find across Summerset and Artaeum. Find them all in the Atlas, or check the general region locations from the list:

- Cathedral of Webs (Region 1)
- Alinor Docks (Region 2)
- Ald Mora Ruins (Region 2)
- Gryphon Aerie (Region 3)
- Keep of the Eleven Forces (Region 4)
- Garden of the Sacred Numbers (Region 4)

SUMMERSET MASTER EXPLORER

- **Achievement Points:** 15
- **Rewards:** None

Discover and clear all caves and striking locales in Summerset.

Guidance: This is an amalgamation achievement; simply complete Summerset Cave Delver and Summerset Pathfinder to claim this.

SUMMERSET CAVE DELVER

- **Achievement Points:** 15
- **Rewards:** None

Explore and clear all six explorable caves in Summerset.

Guidance: There are six "delves" to find across Summerset and Artaeum. Find them all in the Atlas, or check the general region locations from the list:

- King's Haven Pass (Region 1 and 3)
- Eton Nir Grotto (Region 3)
- Archon's Grove (Region 4)

[DELVE] EXPLORER

- **Achievement Points:** 5 each (30)
- **Rewards:** None

Explore and clear the following delves:

Guidance: Consult the Atlas for interior maps and the Quest chapter for combat tactics. In addition to Summerset Cave Delver, you receive an Achievement and 5 points for clearing each of the following Delves:

- **King's Haven Pass Explorer:** King's Haven Pass (Regions 1 and 3)
- **Eton Nir Grotto Explorer:** Eton Nir Grotto (Region 3)
- **Archon's Grove Explorer:** Archon's Grove (Region 4)
- **Tor-Hame-Khard Explorer:** Tor-Hame-Khard (Region 3)
- **Wasten Coraldale Explorer:** Wasten Coraldale (Region 2)
- **Traitor's Vault Explorer:** Traitor's Vault (Region 5)

PUBLIC DUNGEON: KARNWASTEN ACHIEVEMENTS (3)

- **Karnwasten Group Event:** Defeat the Sea Sload K'Garza in Karnwasten.
- **Karnwasten Conqueror:** Defeat all five of the champions in Karnwasten.
- **Karnwasten Vanquisher:** Defeat three of the five champions in Karnwasten.

Guidance: These achievements are all related to exploration and combat within Karnwasten (Regions 1 and 3). They simply involve defeating the various bosses inhabiting this dungeon. Consult the Atlas for interior maps and the Quest chapter for combat tactics.

- **Event Boss:** K'Garza
- **Champions:** Tendirrion, Gilleruk the Viscous, Waste of Flesh, Shahmar, Nolore Stieve

- Eldbur Ruins (Region 3)
- Dusk Keep (Region 4)
- Colosseum of the Old Ways (Region 5)
- Alaxon'ald (Region 4)

- Tor-Hame-Khard (Region 3)
- Wasten Coraldale (Region 2)
- Traitor's Vault (Region 5)

PUBLIC DUNGEON: SUNHOLD ACHIEVEMENTS (3)

- **Sunhold Group Event:** 50 Achievement Points
- **Sunhold Conqueror:** 50 Achievement Points
- **Sunhold Vanquisher:** 10 Achievement Points
- **Rewards:** None
- **Sunhold Group Event:** Interrupt the executioners and defeat Konnugil the Leviathan in Sunhold.
- **Sunhold Conqueror:** Defeat all five of the champions in Sunhold.
- **Sunhold Vanquisher:** Defeat three of the five champions in Sunhold.

Guidance: These achievements are all related to exploration and combat within Sunhold (Region 4). They simply involve defeating the various bosses inhabiting this dungeon. Consult the Atlas for interior maps and the Quest chapter for combat tactics.

- **Event Boss:** Konnugil the Leviathan
- **Champions:** Tendirrion, Gilleruk the Viscous, Waste of Flesh, Shahmar, Nolore Stieve

DEFENDER OF SUMMERSET

- **Achievement Points:** 15
- **Rewards:** None

Defeat all six world bosses in Summerset.

Guidance: This is an amalgamation achievement, granted once all six "Group Boss" achievements have been made. This refers to the six group boss locations across Summerset. Consult the Atlas for map locations.

- Defeat Queen of the Reef (at the Queen's Hatchery; Region 1)
- Defeat Caanerin (at Indrik Frolic; Region 3)
- Defeat B'Korgen (at Welenkin Cove; Region 2)
- Defeat Haeliata and Nagravia (at Gryphon Run; Region 3)
- Defeat Graveld (at Graveld's Hideaway; Region 4)
- Defeat Keelsplitter (at Keelsplitter's Nest; Region 1)

[GROUP BOSS] DEFENDER (6)

Defeat the indicated group boss at the Group Boss location.

- **Reef Raider Achievement Points:** 10
- **Bucking the Matriarchy Achievement Points:** 10
- **Sea Sload Slugger Achievement Points:** 10
- **Talon Taker Achievement Points:** 10
- **Amphibian Agitator Achievement Points:** 10
- **Keel Hauler Achievement Points:** 10
- **Rewards:** None

Guidance: Every time you slay an individual group boss at one of the six locations across Summerset, you receive one of these achievements (consult the Atlas for map locations):

- **Reef Raider:** Defeat Queen of the Reef (at the Queen's Hatchery; Region 1)
- **Bucking the Matriarchy:** Defeat Caanerin (at Indrik Frolic; Region 3)
- **Sea Sload Slugger:** Defeat B'Korgen (at Welenkin Cove; Region 2)
- **Talon Taker:** Defeat Haeliata and Nagravia (at Gryphon Run; Region 3
- **Amphibian Agitator:** Defeat Graveld (at Graveld's Hideaway; Region 4
- **Keel Hauler:** Defeat Keelsplitter (at Keelsplitter's Nest; Region 1)

ASP AWARENESS

- **Achievement Points:** 5
- **Rewards:** None
- **Defeat Keelsplitter without stepping on any of the snakes.**

Guidance: This group boss, found at Keelsplitter's Nest in Region 1, has a number of lesser sea snakes that attack, and trampling on them negates this achievement. So tread carefully and use more ranged attacks to keep yourself ready to maneuver away from any darting asps.

A BOOK AND ITS COVER

- **Achievement Points:** 15
- **Rewards:** None
- **Complete Bailiff Naramin's investigation of Choixth.**

Check the Quest chapter in this tome before attempting any of the following achievements, which require you finish one or more quests.

THE GOOD OF THE MANY

- **Achievement Points:** 15
- **Rewards:** Title—Emissary

Stop the conspiracy sewing chaos through Summerset, protect the Crystal Tower, and forge a new alliance to restore the Isles to order.

Guidance: Seek knowledge throughout the Quest chapter. This is rewarded once you complete the following achievements (more specifically detailed later in this section):

- For the Queen
- Precious Pearl
- Mind Games
- Resolute Guardian
- Sweet Dreams
- Unreliable Narrator
- Enemy of My Enemy
- What Must Be Done
- A New Alliance

SUMMERSET GRAND ADVENTURER

- **Achievement Points:** 50
- **Rewards:** None

Complete 33 quests in Summerset.

Guidance: Seek knowledge throughout the Quest chapter. This is rewarded once you complete 33 or more quests that are listed in this section of the achievements (the "Summerset Quests" with 24+ quests and some of them repeatable):

SUMMERSET QUESTS (24+)

- **Achievement Points:** See below
- **Rewards:** Title–Mystic (Psijic Sage achievement only); Furnishing—Augur of the Obscure (*Psijic Sage achievement only)

Complete Summerset quests to earn the following achievements:

Guidance: Seek knowledge throughout the Quest chapter. This is rewarded once you complete the following quests:

SET COMBINATION	BONUS	POINTS
Psijic Responder	Complete "The Psijics' Calling" Psijic Order quest in Summerset.	10
Psijic Pursuer	Complete the "Breaches on the Bay" Psijic Order quest in Summerset.	10
Psijic Regulator	Complete the "Breaches of Frost and Fire" Psijic Order quest in Summerset.	10
Psijic Repairer	Complete "The Shattered Staff" Psijic Order quest in Summerset.	10
Psijic Forester	Complete the "A Breach Amid the Trees" Psijic Order quest in Summerset.	10
Psijic Mudslinger	Complete the "A Time for Mud and Mushrooms" Psijic Order quest in Summerset.	10
Psijic Staff Finder	Complete "The Towers' Remains" Psijic Order quest in Summerset.	10
Psijic Shadow-Walker	Complete the "Time in Doomcrag's Shadow" Psijic Order quest in Summerset.	10
Psijic Chronologer	Complete the "A Breach Beyond the Crags" Psijic Order quest in Summerset.	10
Psijic Sage*	Complete "The Towers' Fall" Psijic Order quest in Summerset.	10
For the Queen	Complete the "The Queen's Decree" quest.	10
Precious Pearl	Complete the "A Pearl of Great Price" quest.	10
Mind Games	Complete the "Buried Memories" quest.	10
Resolute Guardian	Complete the "The Tower Sentinels" quest.	10
Sweet Dreams	Complete the "The Dreaming Cave" quest.	10
Unreliable Narrator	Complete the "Lost in Translation" quest.	10
Enemy of My Enemy	Complete the "A Necessary Alliance" quest.	10
What Must Be Done	Complete the "The Crystal Tower" quest.	10
Divine Solicitor	Complete your first Divine Prosecution Assignment from Justiciar Tanorian.	5
Divine Advocate	Complete 10 Divine Prosecution Assignments from Justiciar Tanorian.	10
Divine Magistrate	Complete 30 Divine Prosecution Assignments from Justiciar Tanorian.	15
Divine Prosecutor	Complete your first Divine Prosecution Assignment from Justiciar Farowel	5
Divine Judge	Complete 10 Divine Prosecution Assignments from Justiciar Farowel.	10
Divine Executioner	Complete 30 Divine Prosecution Assignments from Justiciar Farowel.	15

Abyssal Geyser Achievements

Random madness and slaughter abound at six different Abyssal Geysers across Summerset. Defeating the minions and bosses that spew from these rifts forms the basis of the following achievements.

PUT A CORK IN IT

- **Achievement Points:** 5
- **Rewards:** None

Destroy the Abyssal Pearl at each Abyssal Geyser in Summerset.

Guidance: Focus on destroying the Pearl at each of the following six locations, usually during the completion of the subsequent achievements in this section:

- Abyssal Geyser Direnni (Region 3)
- Abyssal Geyser Sil-Var-Woad (Region 4)
- Abyssal Geyser Rellenthil (Region 2)
- Abyssal Geyser Corgrad (Region 1)
- Abyssal Geyser Welenkin (Region 2)
- Abyssal Geyser Sunhold (Region 4)

ABYSSAL GEYSER DESTRUCTION (3)

- **Achievement Points:** See below
- **Rewards:** None

Complete 10, 25, and 50 Abyssal Geysers.

Guidance: Return to previously faced incursion points and destroy the enemies and bosses at a geyser. You can focus on a favorite Abyssal Geyser (such as one close to merchants or higher ground), and not all Geysers need to be attacked; just repetitions of your victories! Note the nickname is used in the Summerset Achievements screen to keep score of your completions.

ACHIEVEMENT	DESCRIPTION	NICKNAME	POINTS
Abyssal Assaulter	Complete 10 Abyssal Geysers.	Abyssal Assaulter	5
Abyssal Demolisher	Complete 25 Abyssal Geysers.	Abyssal Determination	10
Abyssal Devastator	Complete 50 Abyssal Geysers.	Abyssal Glory	15

BACK TO THE ABYSS

- **Achievement Points:** 15
- **Rewards:** Title—Abyssal Champion

Defeat each of the following bosses that can appear at Abyssal Geysers.

Guidance: This is an amalgamated achievement: To claim the Abyssal Champion title, you need to face and kill each of the 10 Abyssal Geyser bosses (each giving you an individual achievement). Once you slay all 10 (at any geyser, as they randomly appear), this achievement and title are unlocked.

- Ruella Many-Claws
- Churug of the Abyss
- Sheefar of the Depths
- Girawell the Erratic
- Muustikar Wave-Eater
- Reefhammer
- Darkstorm the Alluring
- Eejoba the Radiant
- Tidewrack
- Vsskalvor

[ABYSSAL GEYSER BOSS] DISPATCHER (10)

- **Declawed Achievement Points:** 10
- **Churug's Chagrin Achievement Points:** 10
- **To the Depths Achievement Points:** 10
- **Calm and Calculated Achievement Points:** 10
- **Wave Breaker Achievement Points:** 10
- **Hammer Meet Nail Achievement Points:** 10
- **Deadly Allure Achievement Points:** 10
- **Radiant Riot Achievement Points:** 10
- **Tidal Grave Achievement Points:** 10
- **Snake Charmer Achievement Points:** 10
- **Rewards:** None

Defeat the specific boss that can appear at Abyssal Geysers.

Guidance: These are 10 individual achievements; completing all of them completes the "Back to the Abyss" achievement. The location of the Abyssal Geyser is not important; it's the specific boss that may appear at a geyser. You must kill each of the 10 possible bosses. Continue to clear Abyssal Geysers of the following bosses until you achieve this.

ACHIEVEMENT	DESCRIPTION	POINTS
Declawed	Defeat Ruella Many-Claws at an Abyssal Geyser.	10
Churug's Chagrin	Defeat Churug of the Abyss at an Abyssal Geyser.	10
To the Depths	Defeat Sheefar of the Depths at an Abyssal Geyser.	10
Calm and Calculated	Defeat Girawell the Erratic at an Abyssal Geyser.	10
Wave Breaker	Defeat Muustikar Wave-Eater at an Abyssal Geyser.	10
Hammer Meet Nail	Defeat Reefhammer at an Abyssal Geyser.	10
Deadly Allure	Defeat Darkstorm the Alluring at an Abyssal Geyser.	10
Radiant Riot	Defeat Eejoba the Radiant at an Abyssal Geyser.	10
Tidal Grave	Defeat Tidewrack at an Abyssal Geyser.	10
Snake Charmer	Defeat Vsskalvor at an Abyssal Geyser.	10

Cloudrest Achievements

The epic Trial in Region 2 of Summerset forms the basis for multiple achievements due to the variations in the ways you can clear this location.

CLOUDREST SAVIOR

- **Achievement Points:** 50
- **Rewards:** Title—Welkynar Liberator

Complete the listed achievements for Cloudrest.

Guidance: Receive additional points and a title once you complete all 10 of the Cloudrest achievements:

- Cloudrest Completed
- Cloudrest Conqueror
- Cloudrest Contender
- Speedy Sload Slayer
- Surviving the Shadows
- One Core, No More
- Misery Loves Company
- Flares and Deadly Shadows
- Core Coordination
- Yaghra Blockade

CLOUDREST COMPLETION ACHIEVEMENTS (17)

- **Achievement Points:** See below
- **Rewards:** See below

Complete variations of Cloudrest battles to earn the following achievements:

Guidance: Follow the descriptions to the letter to claim each achievement. Obviously, you'll require multiple visits (and additional players) to finish these fights.

ACHIEVEMENT	DESCRIPTION	POINTS	REWARDS
Cloudrest Completed	Defeat Z'Maja, Siroria, Relequen, and Galenwe in Cloudrest.	15	Title: Cloudrest Hero
Cloudrest Conqueror	Defeat Z'Maja, Siroria, Relequen, and Galenwe in Veteran Cloudrest.	50	Title: Shadow Breaker; Dye: Bedlam Purple
A Sload and Her Shadow	Defeat Z'Maja with one Welkynar shadow fighting by her side in Veteran Cloudrest.	50	None
Three's Deadly Company	Defeat Z'Maja with two Welkynar shadows fighting by her side in Veteran Cloudrest.	50	None
Cloudrest Contender	Defeat Z'Maja, Siroria, Relequen, and Galenwe in the same fight in Cloudrest.	50	None
Cloudrest Vanquisher	Defeat Z'Maja, Siroria, Relequen, and Galenwe in the same fight in Veteran Cloudrest.	50	Title: Bringer of Light; Collectible: Skin—Z'Maja's Shadow Skin
The Path to Alaxon	Defeat Z'Maja, Siroria, Relequen, and Galenwe in the same battle without suffering a group member death within 15 minutes of entering the Cloudrest Aerie in Veteran Cloudrest.	50	Title: Gryphon Heart
Surviving the Shadows	Defeat Z'Maja, Siroria, Relequen, and Galenwe without suffering a group member death in Veteran Cloudrest.	50	None
Speedy Sload Slayer	Defeat Z'Maja, Siroria, Relequen, and Galenwe within a time limit of 15 minutes in Veteran Cloudrest. Timer starts when players enter the Cloudrest Aerie.	50	None
Valorous Combustion	While battling Siroria's shadow by itself, every Roaring Flare throughout the entire encounter must be split between at least 6 players in Cloudrest.	10	None
Shocking Instinct	While battling Relequen's shadow by itself, no player is hit by Voltaic Overload and no player spreads Voltaic Current to other players throughout the entire encounter in Cloudrest.	10	None
One Core, No More	Defeat Z'Maja with each group member picking up and destroying only one Malevolent Core in Veteran Cloudrest.	50	None
Misery Loves Company	While battling Z'Maja with all three of the Welkynars' shadows by her side, a player with the Hoarfrost affliction and two other players with the Voltaic Overload affliction share the damage of the Roaring Flare eruption in Veteran Cloudrest.	50	None
Flares and Deadly Shadows	While battling Z'Maja with Siroria's shadow by her side, utilize a Roaring Flare attack and achieve 20 killing blows against Shadow's of the Fallen in Veteran Cloudrest.	15	None
Core Coordination	While battling Z'Maja, after activating a single Welkynar's Light, activate two more Welkynar's Lights and destroy three Malevolent Cores within the next 6 seconds in Veteran Cloudrest.	15	None
Yaghra Blockade	While battling Z'Maja during a single Shadow World event, prevent all Yaghra from entering the gateway and crossing into the mortal realm on 15 separate occasions in Cloudrest.	15	None
The Mystic's Ice	Have Galenwe's shadow destroy 20 roaming Hoarfrost cyclones with his Spiked Ice attack in Cloudrest.	15	None

New Crafting Achievements

Jewelry crafting (and a book of the same name) is available to you once you visit the Flawless Facets shop in the Plaza of the Hand in Alinor. As you progress with this craft, you can unlock the following achievements. For a full rundown of how to excel at this new crafting ability, consult the Crafting and Armor chapter.

ACHIEVEMENT	CATEGORY	DESCRIPTION	POINTS	REWARDS
Jewelry Crafter	Crafting—Jewelry Crafting	Learn the art of jewelry crafting. Learn this in the Summerset Isle or by owning the Summerset chapter and interacting with a Jewelry Crafting Station. Find a Jewelry Station in the Merchants Appendix or by visiting the Plaza of the Hand in Alinor	5	None
Master Jewelry Crafter	Crafting—Jewelry Crafting	Attain a Jewelry Crafting rank of 50.	50	Dye: Antique Silver
Legendary Jewelry Crafter	Crafting—Jewelry Crafting	Improve jewelry crafting items to all available qualities. Improve a jewelry crafting item to Fine, Superior, Epic, and Legendary quality.	50	Dye: Divine Gold
Ochre Harvester	Crafting—Jewelry Crafting	Harvest your first unit of Ochre.	5	None
Expert Ochre Harvester	Crafting—Jewelry Crafting	Harvest 25 units of Ochre.	10	None
Master Ochre Harvester	Crafting—Jewelry Crafting	Harvest 100 units of Ochre.	15	None
Learn a Jewelry Trait	Crafting—General	Research a Trait for any jewelry type. Research these traits: Arcane Jewelry, Healthy Jewelry, Robust Jewelry, Protective Jewelry, Infused Jewelry, Swift Jewelry, Trusting Jewelry, Meridian Jewelry, and Bloodthirsty Jewelry.	5	None
Jewelry Trait Master	Crafting—General	Research nine traits for each type of jewelry. Research these traits: Arcane Jewelry, Healthy Jewelry, Robust Jewelry, Protective Jewelry, Infused Jewelry, Swift Jewelry, Trusting Jewelry, Meridian Jewelry, and Bloodthirsty Jewelry.	15	None
Certified Jewelry Crafter	Crafting—General	Become certified in jewelry crafting. Find this quest in the Summerset Isles.	5	None
Professions Master	Crafting—General	Earn the rank 50 achievements for all the crafting professions. Master Alchemist, Master Blacksmith, Master Clothier, Master Enchanter, Master Jewelry Crafter, Master Provisioner, and Master Woodworker	15	None
Grand Master Crafter	Crafting—General	Earn each of the following achievements: Professions Master, Unsurpassed Crafter, Trait Master, Jewelry Trait Master, Learn the Nirnhoned Trait, True Style Master, Recipe Compendium, Potency, and Botanist	50	Title: Grand Master Crafter, Collectible: Weapon Style —Skyforge Smith Hammer
Fledgling Style Master	Crafting—General	Collect and learn 10 full motifs.	10	None
Budding Style Master	Crafting—General	Collect and learn 25 full motifs.	15	None
True Style Master	Crafting—General	Collect and learn 50 full motifs.	50	Title: Style Master

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Summerset Achievements

Achievement Rewards List

Who needs a table with every possible achievement reward? You do!

TYPE	ACHIEVEMENT NAME	REWARD
General	Relics of Summerset	Title: Finder of Lost Relics, Collectible: Furnishing—Fan of False-Face
General	Savior of Summerset	Title: Savior of Summerset, Dye: Shrike Blue
Quests	The Good of the Many	Title: Emissary
Quests	Psijic Sage	Title: Mystic; Collectible: Furnishing—Augur of the Obscure
Abyssal Geysers	Back to the Abyss	Title: Abyssal Champion
Cloudrest	Cloudrest Completed	Title: Cloudrest Hero
Cloudrest	Cloudrest Conquerer	Title: Shadow Breaker; Dye: Bedlam Purple
Cloudrest	Cloudrest Vanquisher	Title: Bringer of Light; Collectible: Skin—Z’Maja’s Shadow Skin
Cloudrest	The Path to Alaxon	Title: Gryphon Heart
Cloudrest	Cloudrest Savior	Title: Welkynar Liberator
Jewelry Crafting	Master Jewelry Crafter	Dye: Antique Silver
Jewelry Crafting	Legendary Jewelry Crafter	Dye: Divine Gold
Jewelry Crafting	Grand Master Crafter	Title: Grand Master Crafter, Collectible: Weapon Style—Skyforge Smith Hammer
Jewelry Crafting	True Style Master	Title: Style Master

Summerset Achievements

Achievement Furnishings

By completing certain achievements, furnishings become available for purchase from Tarmimn, the Achievement Furnishings merchant in Alinor.

FURNISHING	CATEGORY	BEHAVIOR	ACHIEVEMENT REQUIRED	COST (GOLD)
FURNISHING	CATEGORY	BEHAVIOR	ACHIEVEMENT REQUIRED	COST (GOLD)
Abyssal Pearl, Sealed	Gallery	Animated	Back to the Abyss	75,000
Banner of the House of Reveries, Hanging	Parlor	Animated	Manor of Masques Quest completion	10,000
Banner of the Sapiarchs, Hanging	Parlor	Animated	Resolute Guardian	10,000
Cloudrest Banner, Hanging	Parlor	Animated	Cloudrest Completed	10,000
Coral Formation, Luminescent	Conservatory	Light	Precious Pearl	15,000
Crystal Tower Key, Replica	Lighting	Light	What Must Be Done	150,000
Crystal Tower Stand	Gallery	None	Savior of Summerset	50,000
Direnni Banner, Hanging	Parlor	Animated	Lauriel's Lament Quest	10,000
Display Case, Exhibit	Gallery	None	Mind Games	25,000
Enchanted Text, Illusory Forest	Lighting	None	Summerset Grand Adventurer	100,000
Evergloam Wispstone	Lighting	Light	Enemy of my Enemy	20,000
High Elf Statue, Kinlady	Courtyard	None	Resolute Guardian	50,000
High Elf Wine Press, Display	Hearth	None	Summerset Cave Delver	20,000
Lillandril Banner, Hanging	Parlor	Animated	Murder in Lillandril Quest	10,000
Mind Trap Kelp, Adult	Conservatory	Animated	Mind Games	20,000
Psijic Control Globe, Inactive	Lighting	Animated, Light	Unreliable Narrator	50,000
Replica of Transparent Law	Gallery	None	Savior of Summerset	100,000
Shimmerene Banner, Hanging	Parlor	Animated	The Good of the Many	10,000
Spiral Skein Coral, Brittle-Vein	Conservatory	None	None	10,000
Spiral Skein Coral, Elkhorn	Conservatory	None	Requires Sweet Dreams	1,000
Sunhold Banner, Hanging	Parlor	Animated	Sunhold Group Event	10,000
The Keeper's Oath	Undercroft	Readable	Relics of Summerset	75,000
Waterfall, Small Everlasting	Courtyard	Animated	Divine Magistrate	75,000

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Summerset Achievements

New Dragon Bones Achievements

Though this epic DLC expansion is not covered in this guide, the ability to earn the motif style from this DLC is unlocked, and therefore the achievements are noted here:

ACHIEVEMENT	CATEGORY	DESCRIPTION	POINTS
Fang Lair Style Master	Dragon Bones (General)	Learn every chapter in the Fang Lair style book, occasionally found as rewards for completing the Fang Lair dungeon. Learn the Fang Lair Style for axes, belts, boots, bows, chests, daggers, gloves, helmets, legs, maces, shields, shoulders, staves, and swords	50
Scalecaller Style Master	Dragon Bones (General)	Learn every chapter in the Scalecaller style book, occasionally found as rewards for completing the Scalecaller Peak dungeon. Learn the Scalecaller style for axes, belts, boots, bows, chests, daggers, gloves, helmets, legs, maces, shields, shoulders, staves, and swords	50

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Summerset Achievements

New Midyear Mayhem Achievements

These achievements are being added to the 2018 run of the Midyear Mayhem Holiday Event. They supplement the achievements released for the 2017 holiday event.

ACHIEVEMENT	CATEGORY	DESCRIPTION	POINTS
Pelinal's Harvest	Holiday Events—Midyear Mayhem	Capture 15 farms, mines, or lumbermills during the Midyear Mayhem.	10
Medal Mayhem	Holiday Events—Midyear Mayhem	Earn 25 Medals in Battlegrounds during the Midyear Mayhem.	10
Scamp of Mayhem	Holiday Events—Midyear Mayhem	Kill a Trove Scamp in Imperial City Sewers during the Midyear Mayhem.	10
Midyear Horror	Holiday Events—Midyear Mayhem	Defeat all the Patrolling Horrors in the Imperial City during the Midyear Mayhem: Amoncrul, Baron Thirsk, Glorgoloch the Destroyer, Immolator Charr, King Khrogo, Lady Malygda, Mazaluhad, Nunatak, the Screeching Matron, Volghass, Ysenda Resplendent, and Zoal the Ever-Wakeful	15